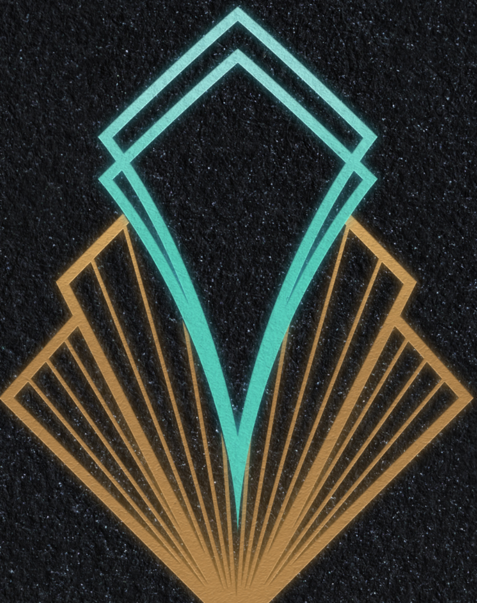
# THE BOOK OF

# LIBRARY OF RUINA

## BOOK, LIBRARIAN, STAR AND CITY

## II



# BOOK CONTENTS

THE LIBRARY WILL ENDURE

ILLUMINATED, SOLITARY, INFINITE,
PERFECTLY MOTIONLESS,
EQUIPPED WITH PRECIOUS VOLUMES,
USELESS, INCORRUPTIBLE, SECRET.

## Impurity

Hana Association 6
South Section 3
The Black Silence 12
The Reverberation Ensemble 16
The Black Silence 52
Of Forking Paths 66
The Floor of General Works' 70
Final Episode
The Reverberation Ensemble 84
Distorted
The Head · The Eye · The Claw 108

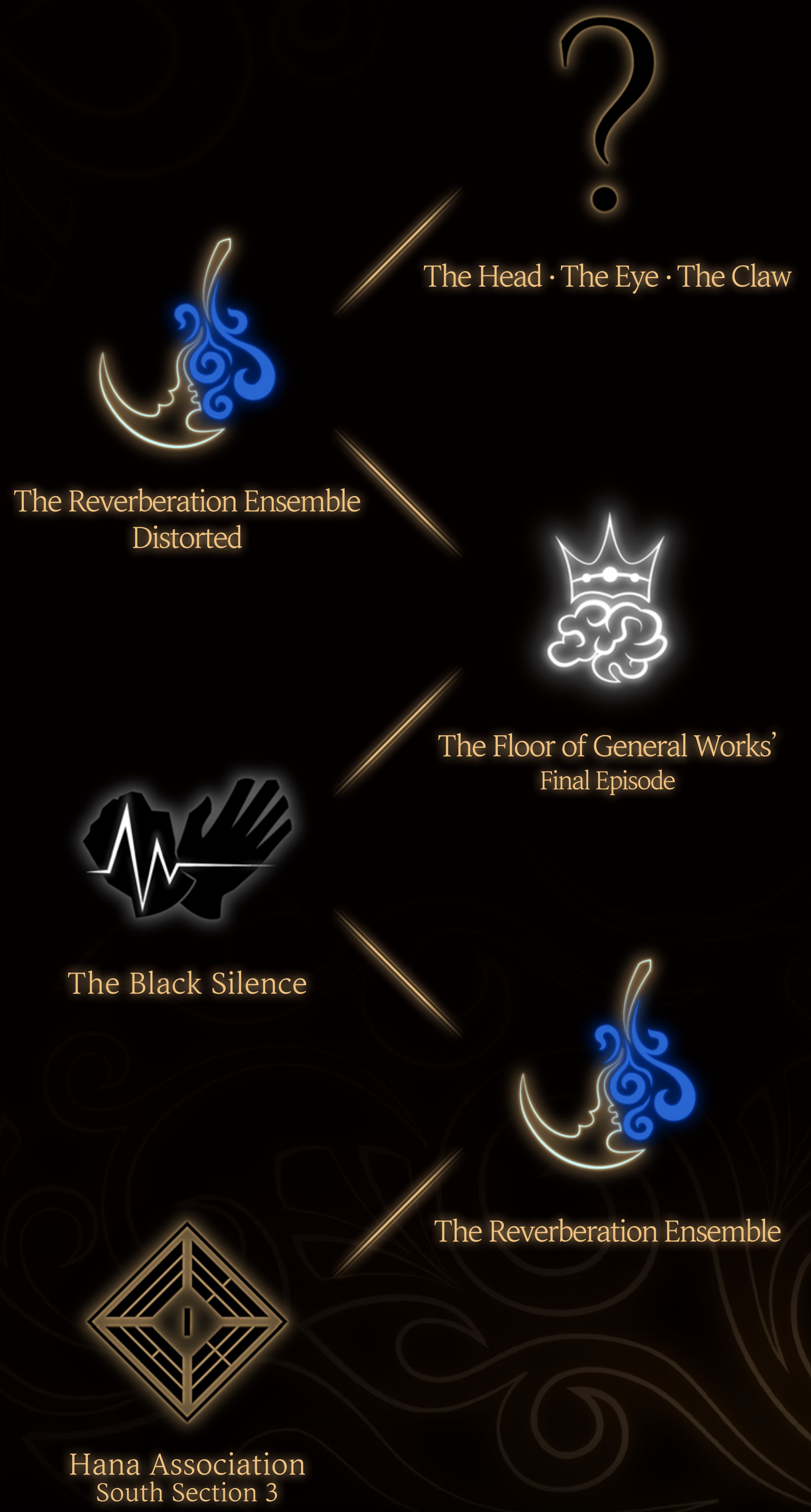
## Untold Tales

- **The Patron Librarians 124**
  - Early Concepts for Angela 124
  - Early Concepts for Patrons 126
  - Floor Backgrounds 128
  - Concept Art 130
  - Unused Illustrations 132
- **E.G.O Concepts 136**
  - History · Tech. Sciences Literature · Art 136
  - Nat. Sciences · Language 138
  - Soc. Sciences · Philosophy 140
  - Religion · General Works 142
- **The Guests 144**
  - Various Guest Concepts 144
  - R Corp's 4th Pack 146
  - Hana Association 148
  - The Reverberation Ensemble Full-Stop Office 150
  - Liu Association · Various Weapon Ideas 152
  - The Black Silence Early Concepts for Roland 154
  - Unused Illustrations · Concept Art 156
- **Unused Abnormality Pages 160**
- **Early Chibis 164**
- **Early UI 166**
- **Logo Concepts 170**
- **Developer Comments 172**

# Impurity

‘And the reason I am living is
only because I am looking for what I have lost.’

– “The Road”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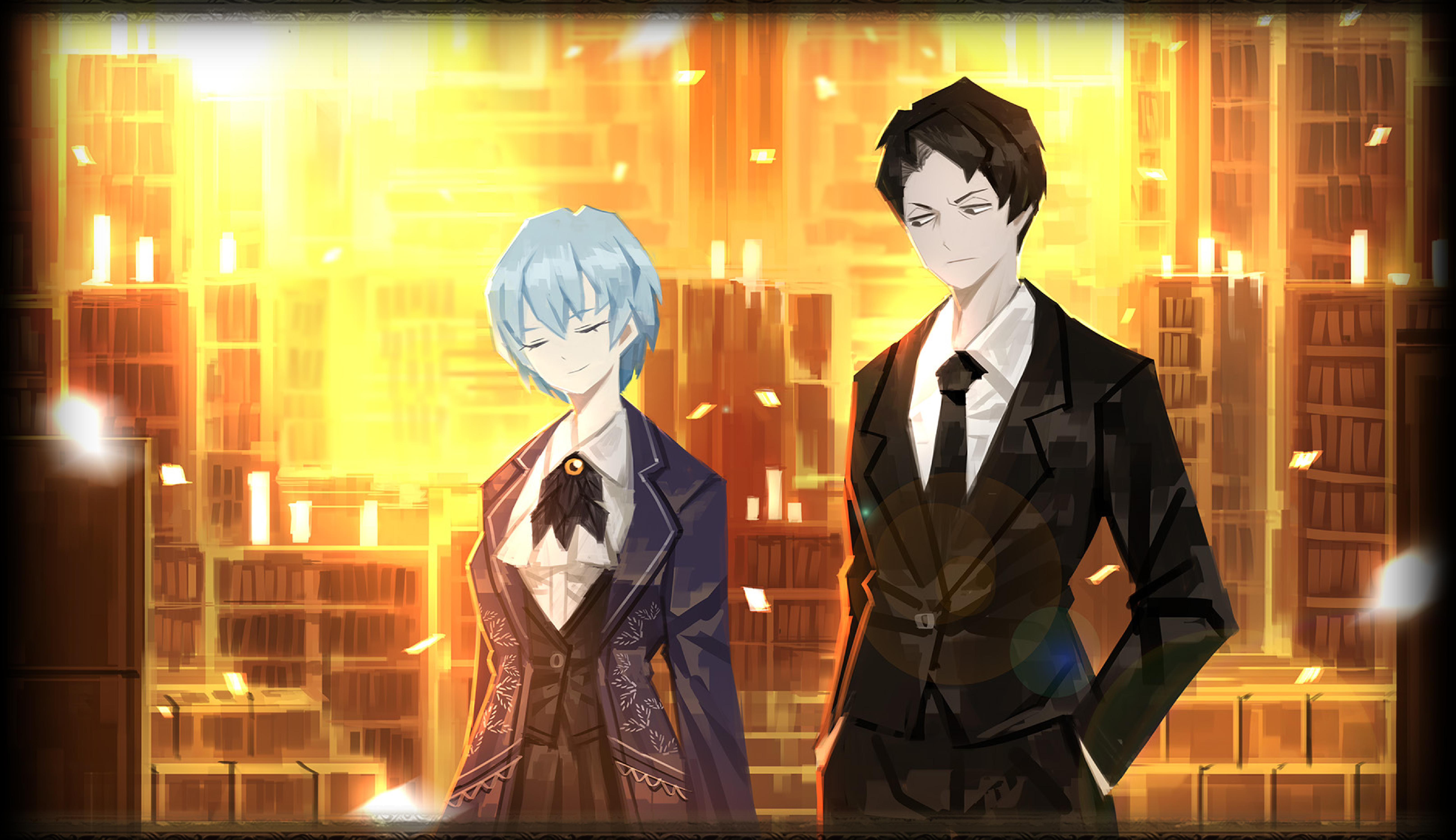
Distorted
The Floor of General Works’
Final Episode
The Black Silence
The Reverberation Ensemble
Hana Association
South Section 3



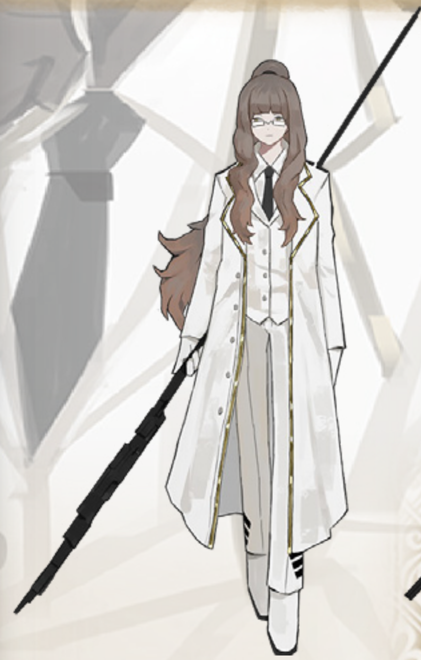
Impurity

'And the reason I am living is only because I am looking for what I have lost.'

– "The Road"

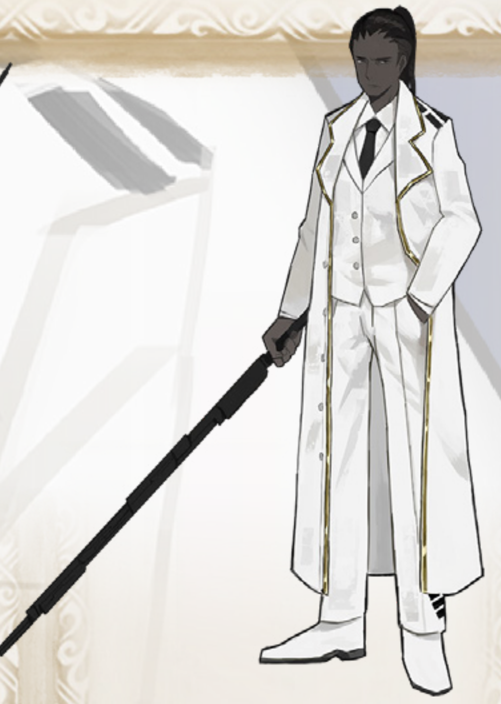
# Hana Association
## South Section 3

There are twelve Fixer Associations in the City, each serving specific roles. And the Hana Association's role is to manage the overall system of Associations. The Hana Association wields the authority to handle the fundamental groundwork for Fixer activities, such as assigning grades to hazards in the City. Oh, I suppose it's worth mentioning that the Association's power isn't absolute; there are certain matters even the Hana has no say in. Perhaps there are reasons why the Head should exclusively take care of those affairs.



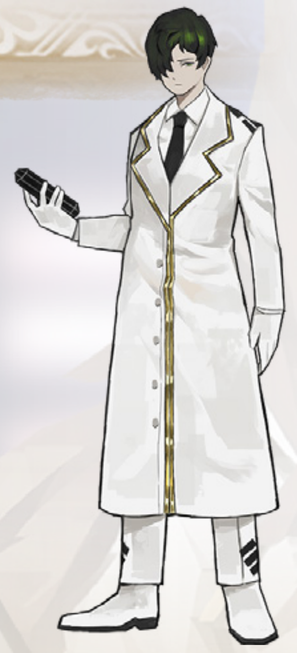
### Mirinae 미리내
**VA** Yi Sae-ah (이새아)

| | |
|---|---|
| Age | 39 Years |
| Gender | Female |
| Height | 160cm (~5'3") |
| Birthday | August 6th |
| Personality Traits | Incisive · Meticulous · Plucky |
| Grade | Grade 1 Fixer |
| Hobbies | Making Bets |
| Specialties | Good Insight · Initiative |
| Likes | White Rice · Songpyeon with Sesame Seeds (Filled Rice Cakes) |
| Dislikes | Clam Soup |



### Olivier 올리비에
**VA** Park Seong-yeong (박성영)

| | |
|---|---|
| Age | 34 Years |
| Gender | Male |
| Height | 185cm (~6'1") |
| Birthday | September 9th |
| Personality Traits | Prudent · Unyielding · Honest |
| Grade | Grade 1 Fixer |
| Hobbies | Drinking with Fixers he's acquainted with |
| Specialties | Persuasion |
| Likes | Mooncakes · Spicy Food |
| Dislikes | Coffee |



### Harold 해롤드
**VA** Lim Yun-seon (임윤선)

| | |
|---|---|
| Age | 37 Years |
| Gender | Female |
| Height | 172cm (~5'8") |
| Birthday | October 5th |
| Personality Traits | Quiet · Industrious<br>Rather Conservative |
| Grade | Grade 1 Fixer |
| Hobbies | Collecting Vinyl |
| Specialties | Handling work with certainty |
| Likes | Yugwa (Fried Rice Puffs) · Paella |
| Dislikes | Flexibility Tests · Superstitions |

## Developer's Notes

**LYM** Since their weapons are malleable and don't have a definite shape, the artists and I toiled to make various poses. On a side note, we associated Geon with spears, Gon with defense, Gam with kicks, and Ri with swords.

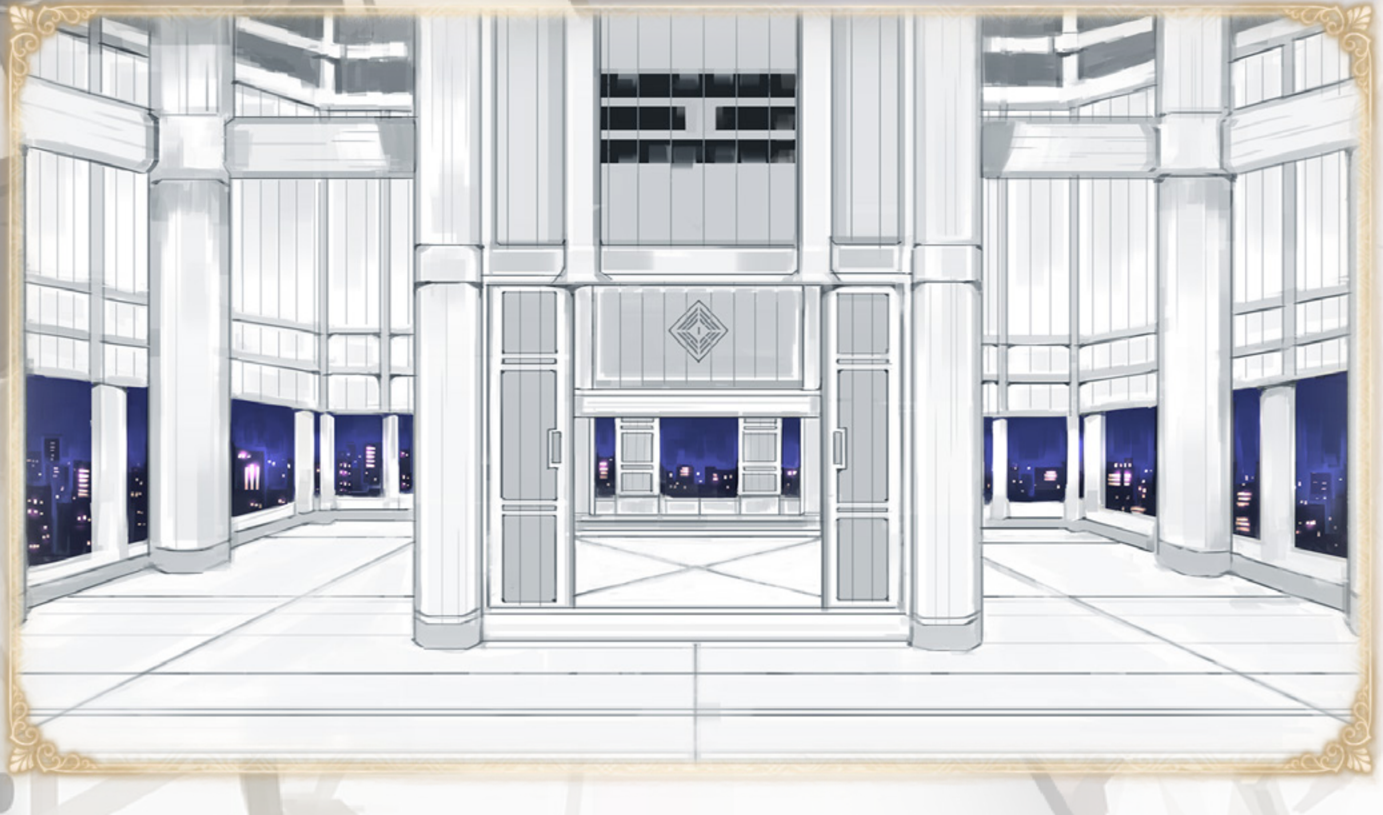
**KJH** I wanted to infuse the symbolism of the four trigrams into the characters and setting. We wrote up a lot of drafts and adjustments. Back when he was in Charles' Office, Olivier rivaled Roland in terms of power. Right now, he's living a more stable life, away from the frontlines.

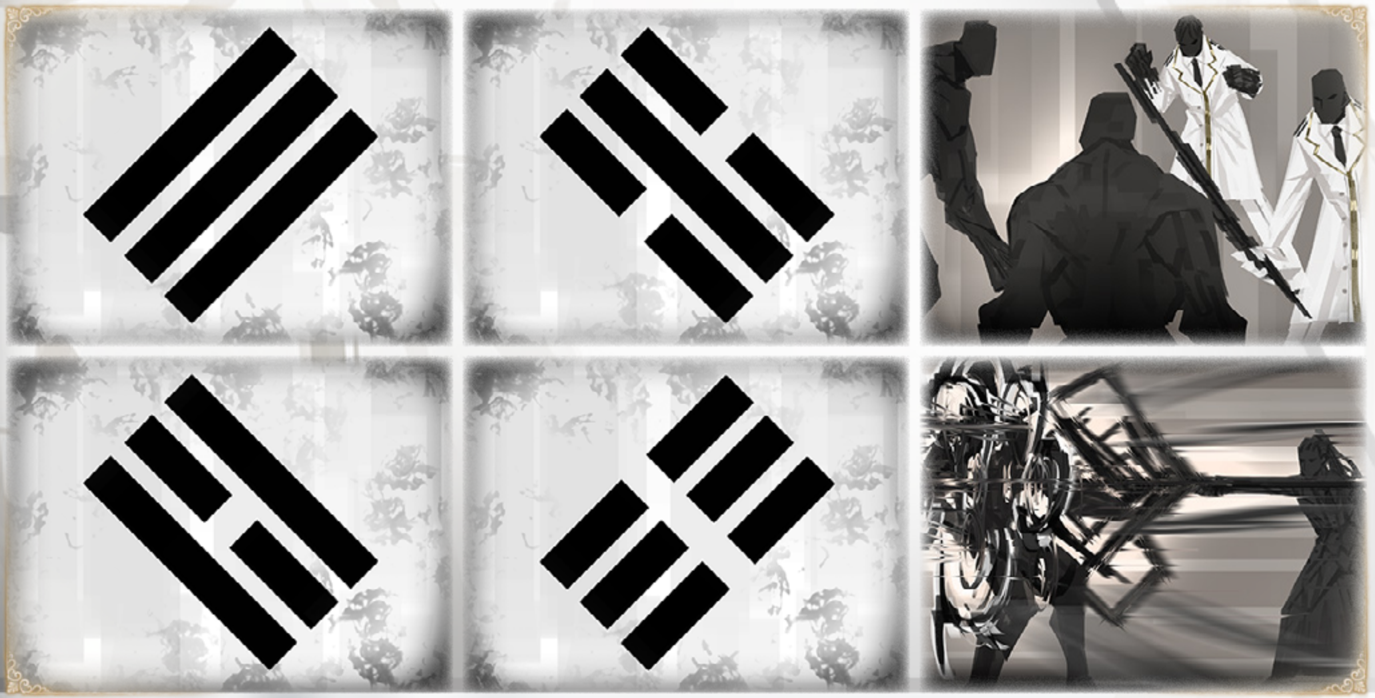
**KJY** The same lines Mirinae, Angelica, and Xiao all said are some kind of a battle cry. It's not used by everyone, though. It's uttered as a means to reaffirm the determination to fell a Star of the City.
The story of Charles' Office is one of the topics I'd love to write about someday. Olivier, Astolfo, Renaud, Ogier, Naimon… and all the others. They're all unique in their own ways, and there are tons of tales I'd want to tell with them.

**KDH** When I started working on them, I thought Olivier was the director; he seemed tough at a glance. I found out later on that Mirinae was the director, and Olivier was fighting a duel with Roland later. Maybe I should've suggested adding a few more poses with more love if I knew that the character was gonna be more important.
I looked at columnar jointing formations [a type of geological structure] as a reference for portraying the trigram weapons. Looking at the weapons play versatile roles in kicks, punches, and attacks, I thought it was fitting for the Association that manages all the others.

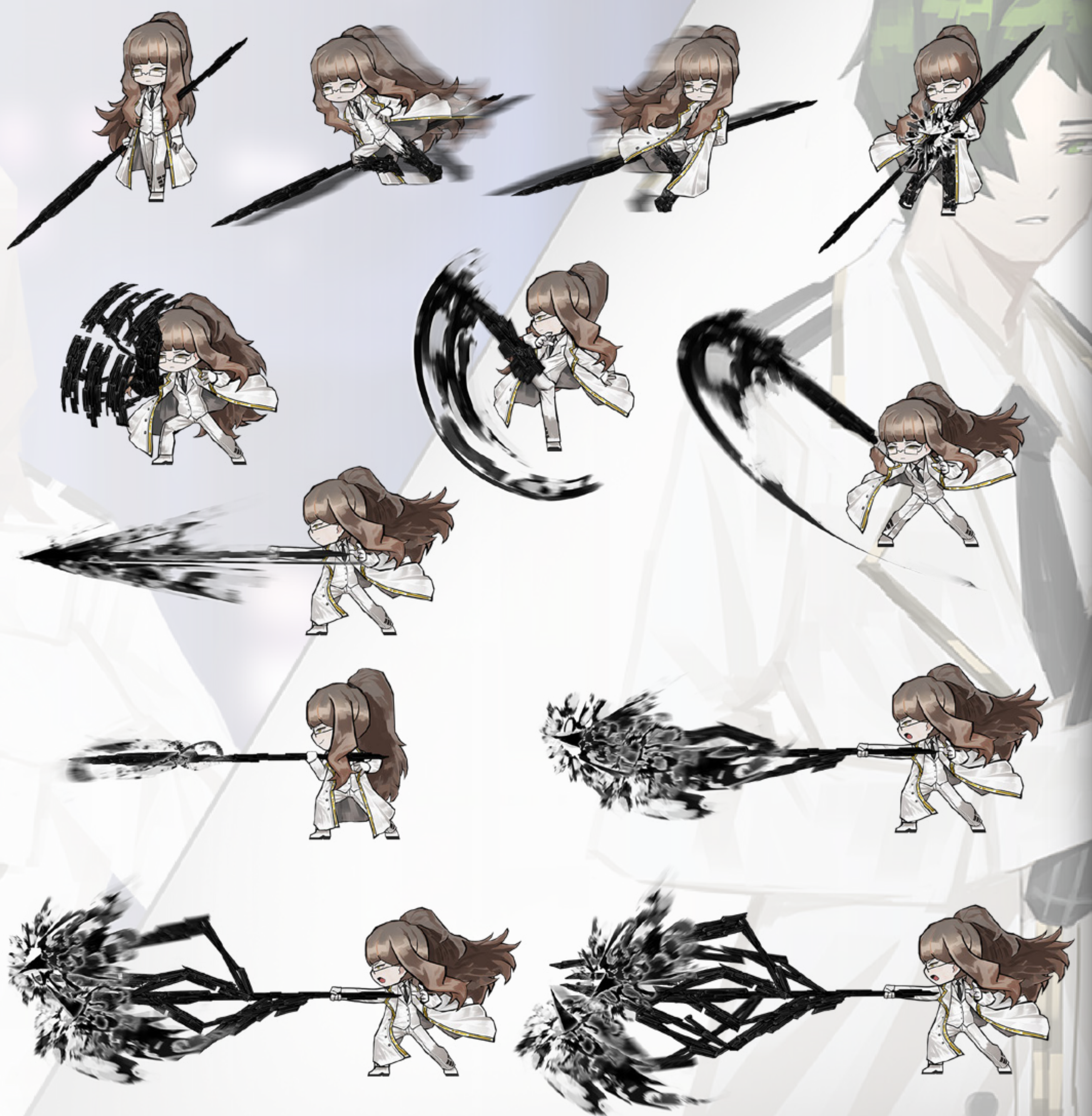
# Hana Association

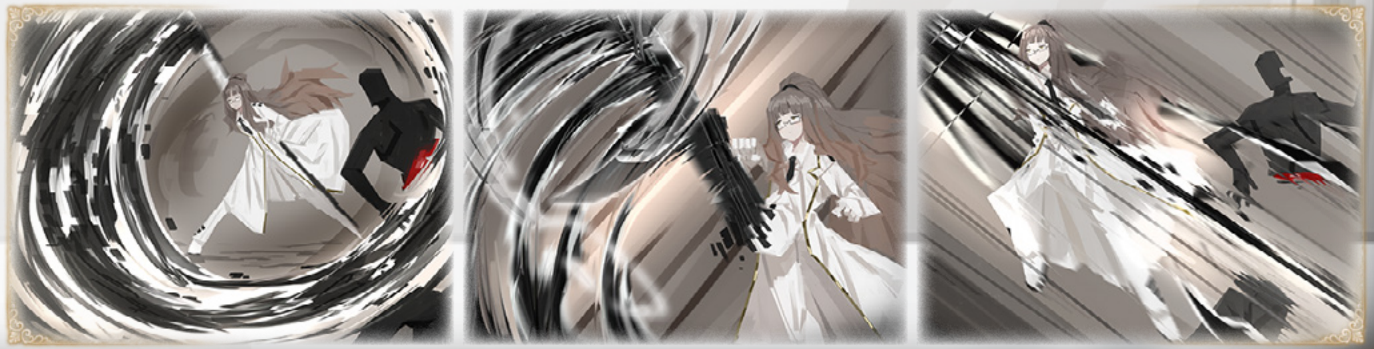
South Section 3





**Mirinae**

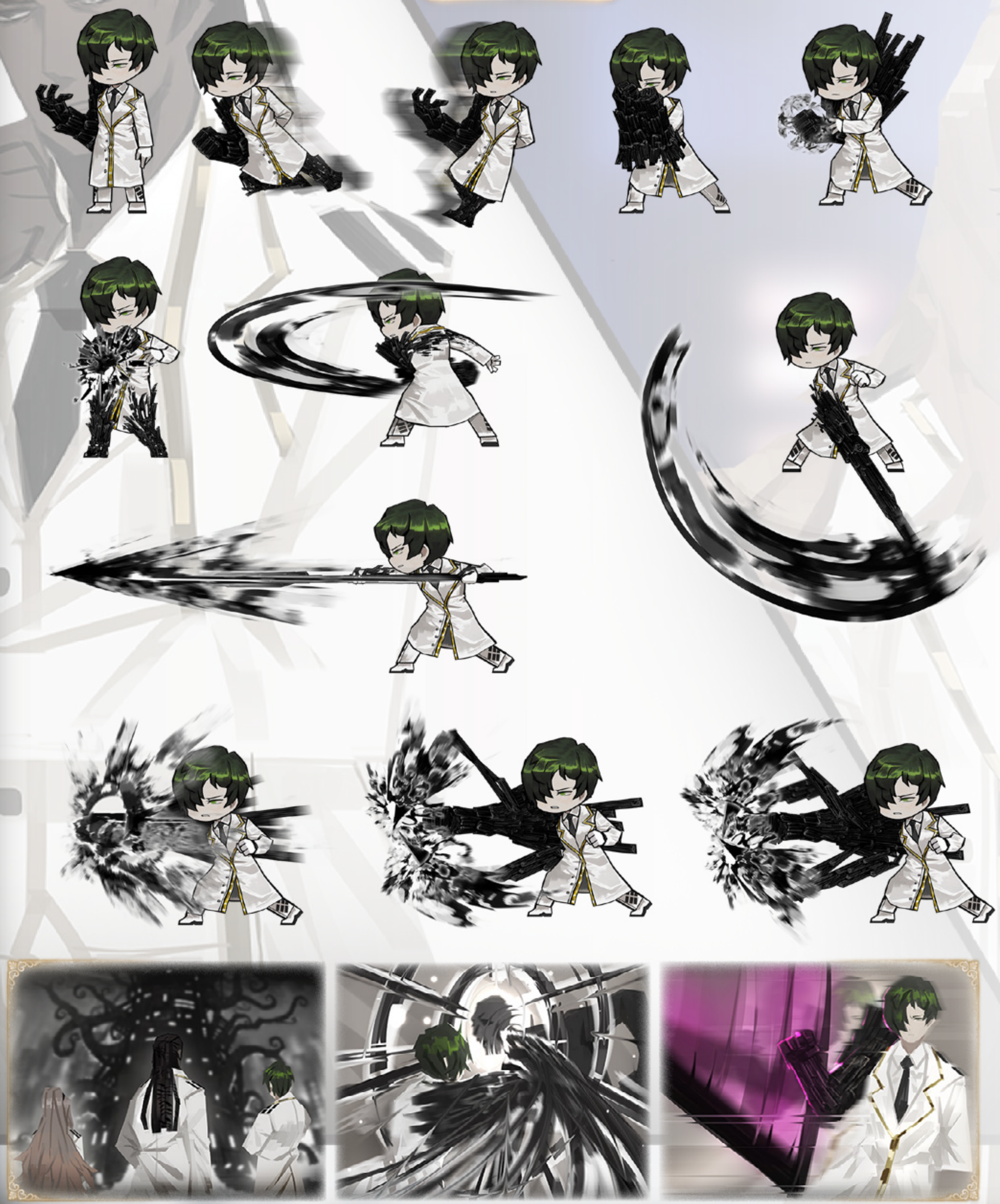




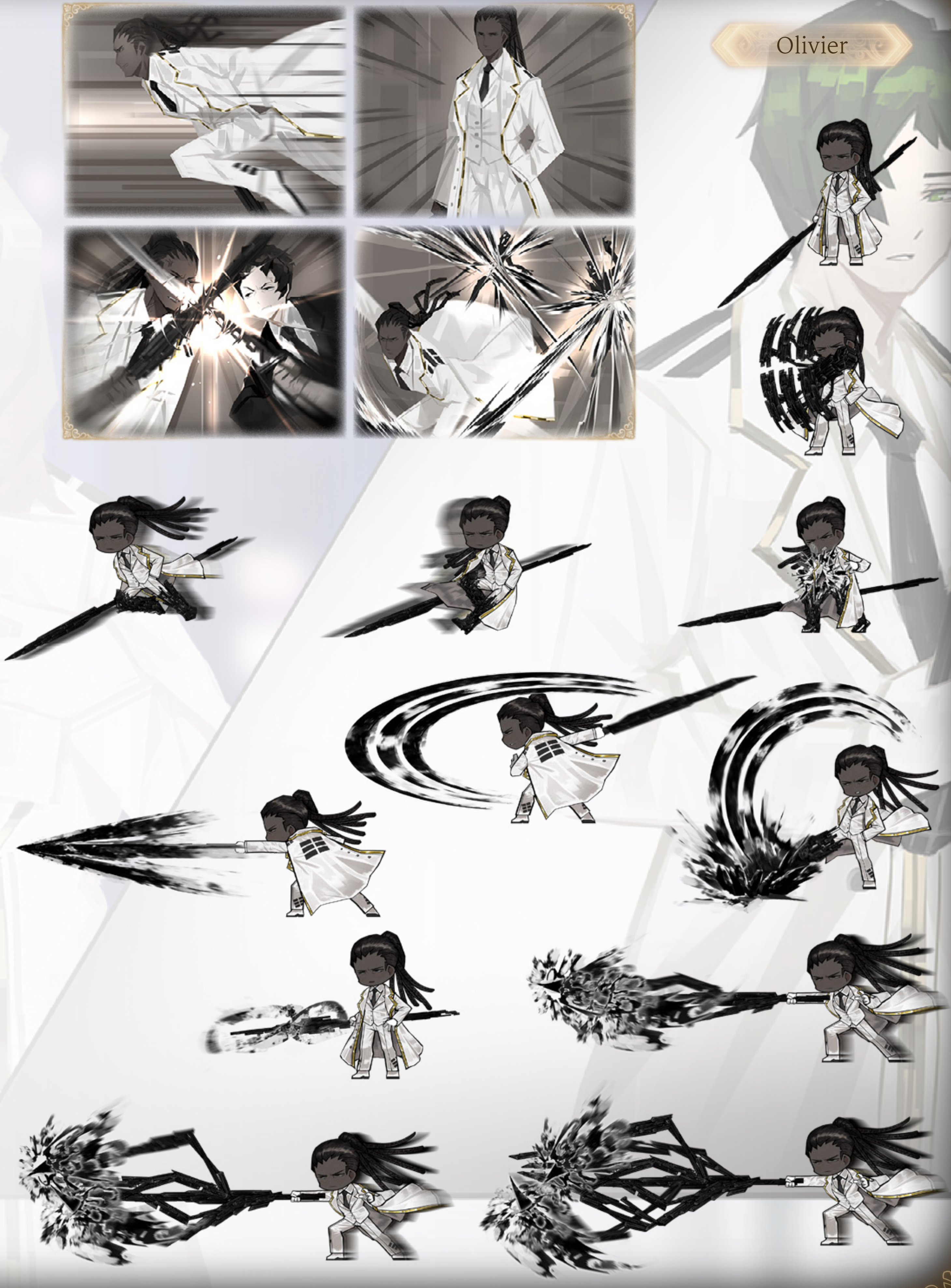
# Hana Association

## South Section 3

### Harold



### Olivier



# The Black Silence

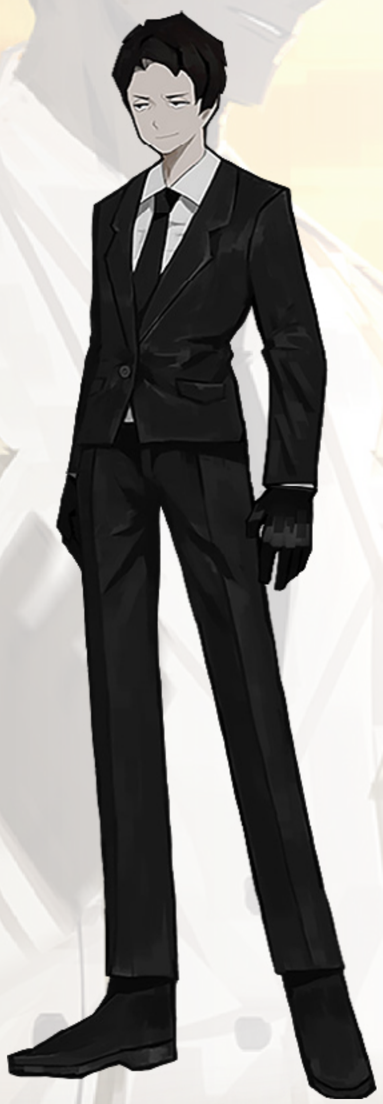
Charles' Office. A band of myself and the eleven Fixers who followed my lead, despite all my shortcomings… Being in the northern part of the City meant many of us had pretty extravagant outfits. I remember laughing at the way Astolfo dressed, too. We were together for quite a long time, and it felt like our company would last forever, but here we are now, going our separate ways. This wasn't an unexpected outcome, though. I'd wonder if they're alive and well from time to time, and it was good to see Olivier at the very least. I sometimes miss those simpler times when I could just focus on the now and live in the moment.

## Roland 롤랑

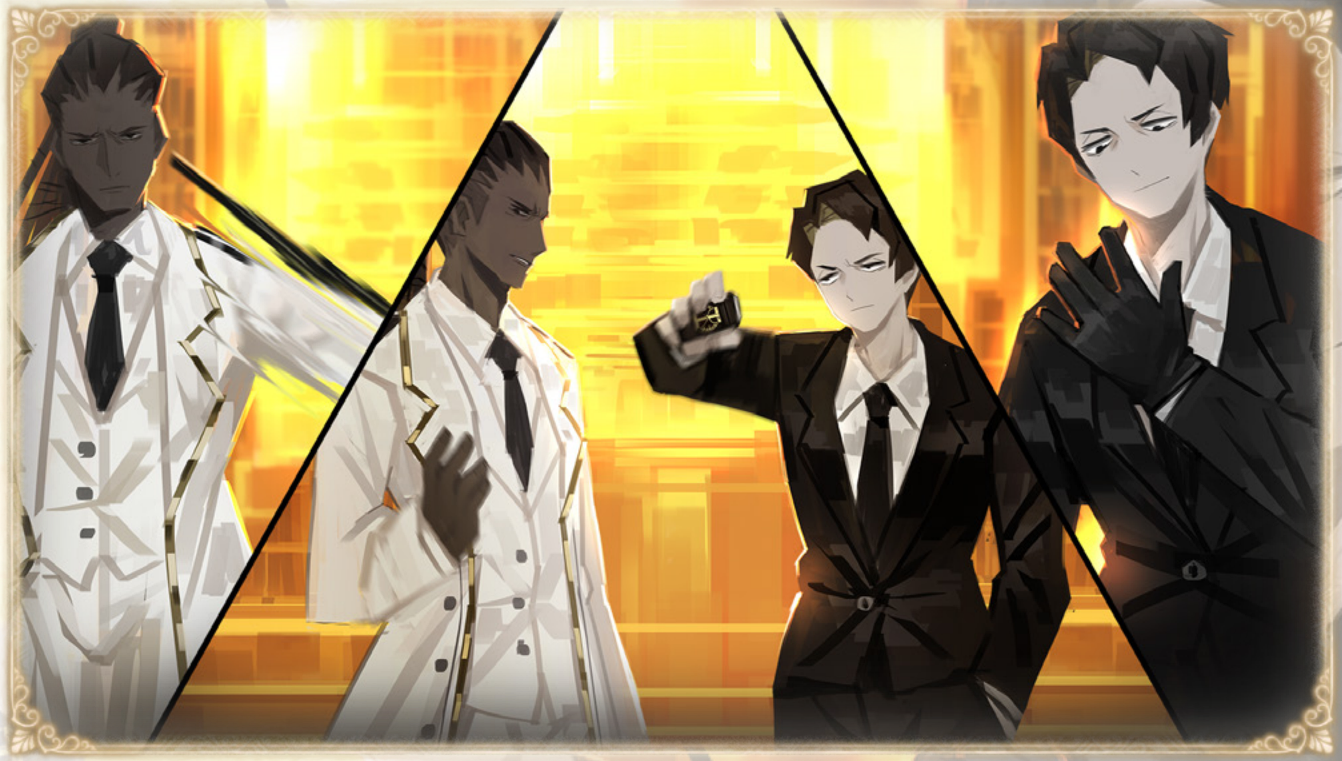
**VA** Son Soo-ho (손수호)

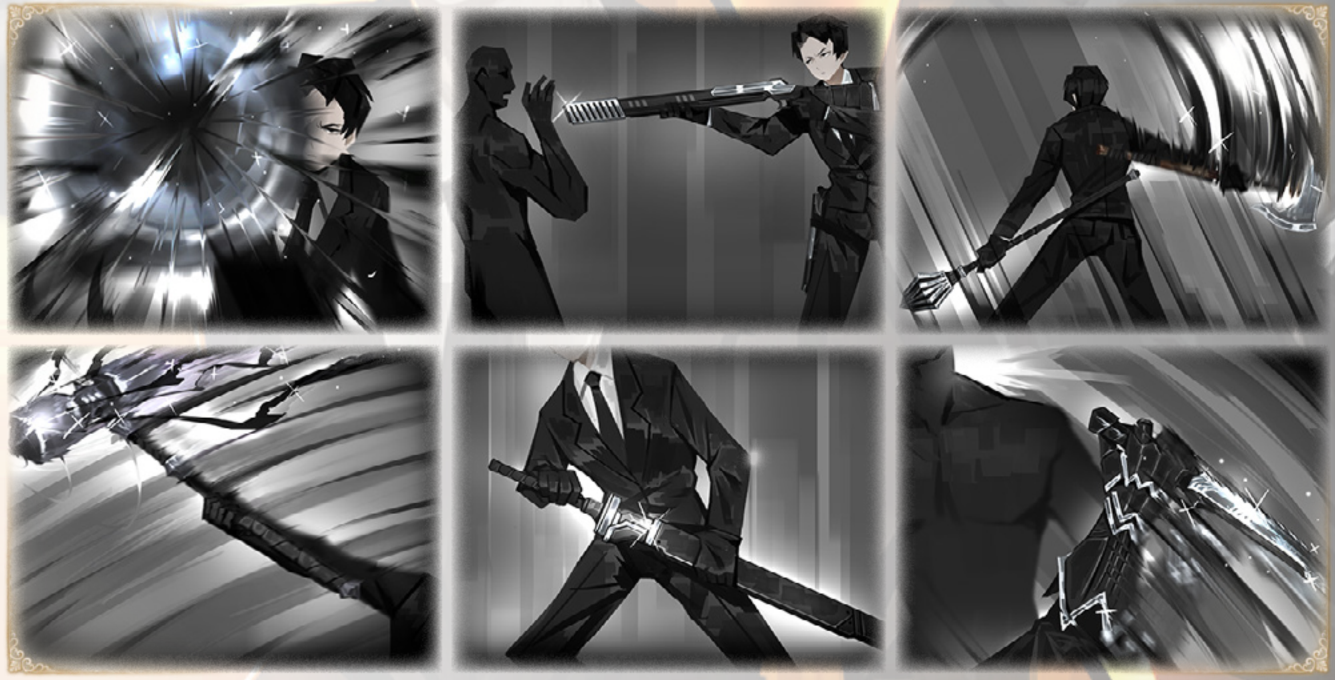
| | |
|---|---|
| Age | 33 Years |
| Gender | Male |
| Height | 178cm (~5'10") |
| Birthday | May 15th |
| Personality Traits | Dishonest·Cold·??? |
| Grade | Grade 1 Fixer |
| Hobbies | Cooking |
| Specialties | Quick Judgement<br>Wielding a wide range of weapons |
| Likes | Pajeon · Gukbap<br>HamHamPangPang's Toasted Sandwiches |
| Dislikes | Mildly-seasoned Food |

Thanks, as always.
I missed the feeling of these.



**LJH** I shed sweat and tears working on all the poses for his arsenal of 12 weapons. His attire is a basic suit without any coats or ornaments, so an awkward pose was going to be highly noticeable; it felt as if my skills were being put to a test.





## Developer's Notes

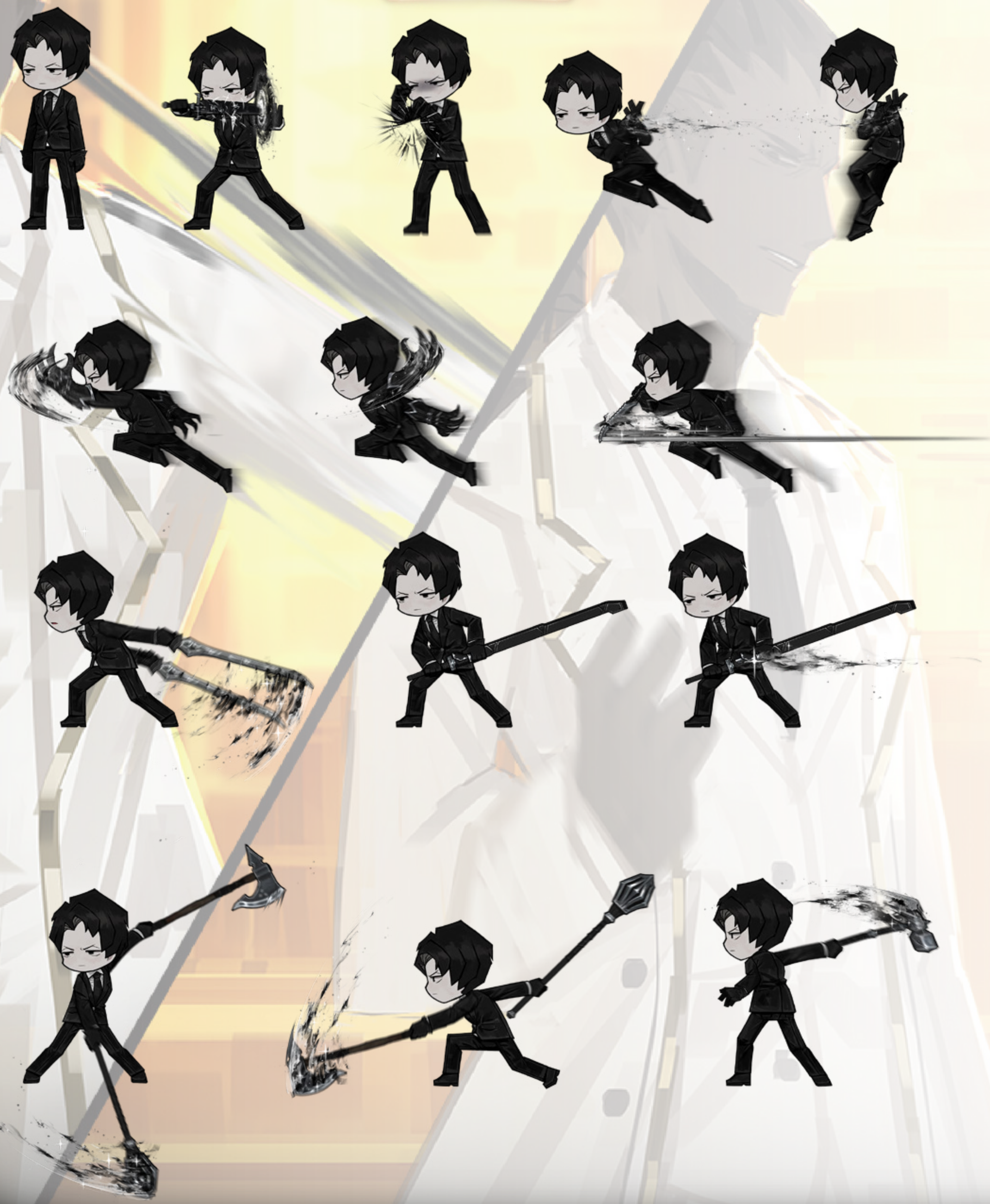
**KJH** The Black Silence's gloves are more than just dimensional weapon storage. When the Black Silence shows up, the gloves muffle all sound in the surroundings other than the Black Silence's weapons cutting through the air. The logo has a [EKG] pulse trace going flat to reflect this. While the Red Mist is a warrior who fights in open areas, the Black Silence is analogous to an assassin carrying out missions efficiently in small spaces.

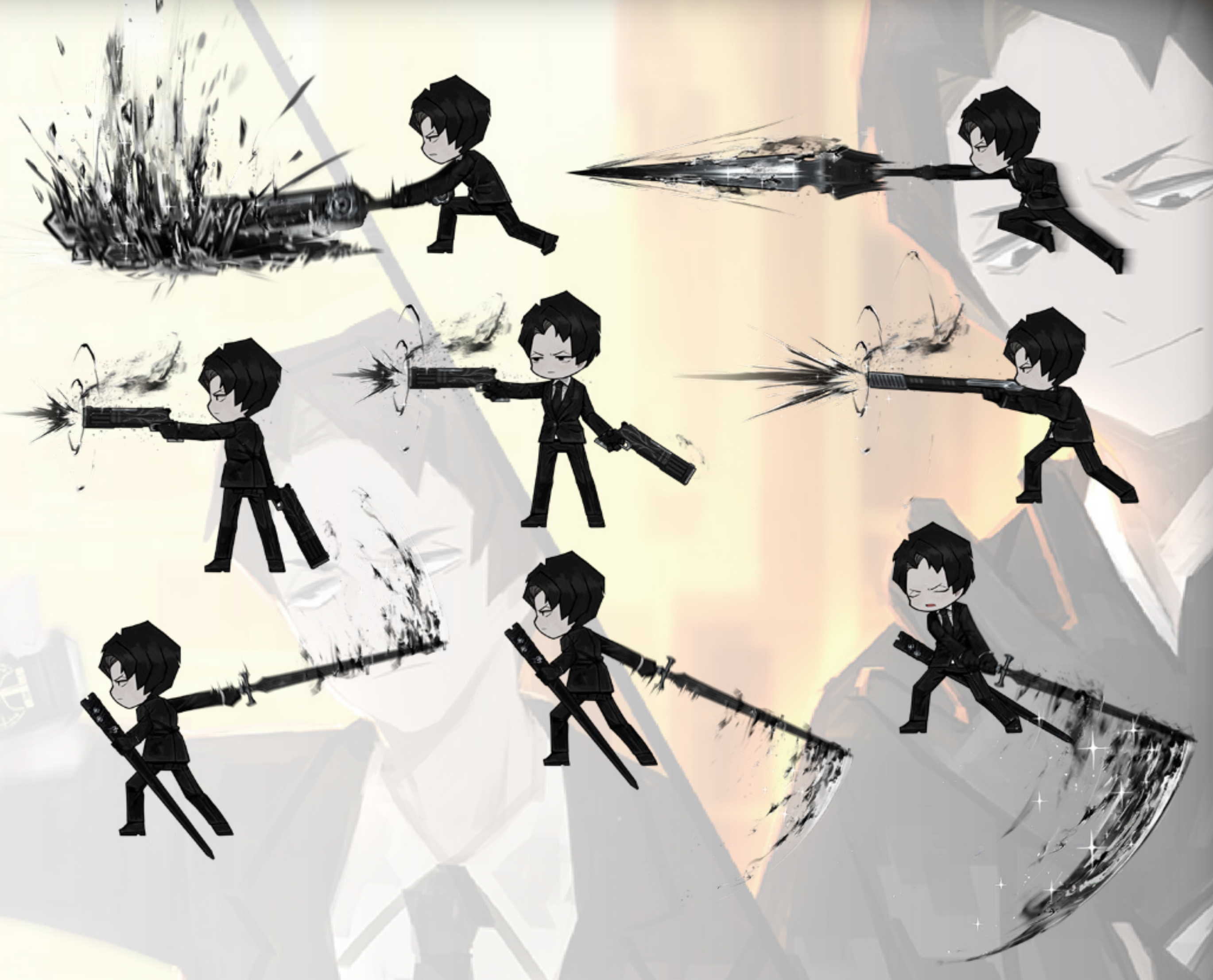
**KJY** I'm a huge fan of the idea that a high-pitched noise is produced when the Black Silence and the Blue Reverberation meet, their deadening and echoing effects colliding. Even more so when you consider that the interaction can be a representation of the relationship between Roland and the Blue Reverb, and by extension, Angelica and Argalia.

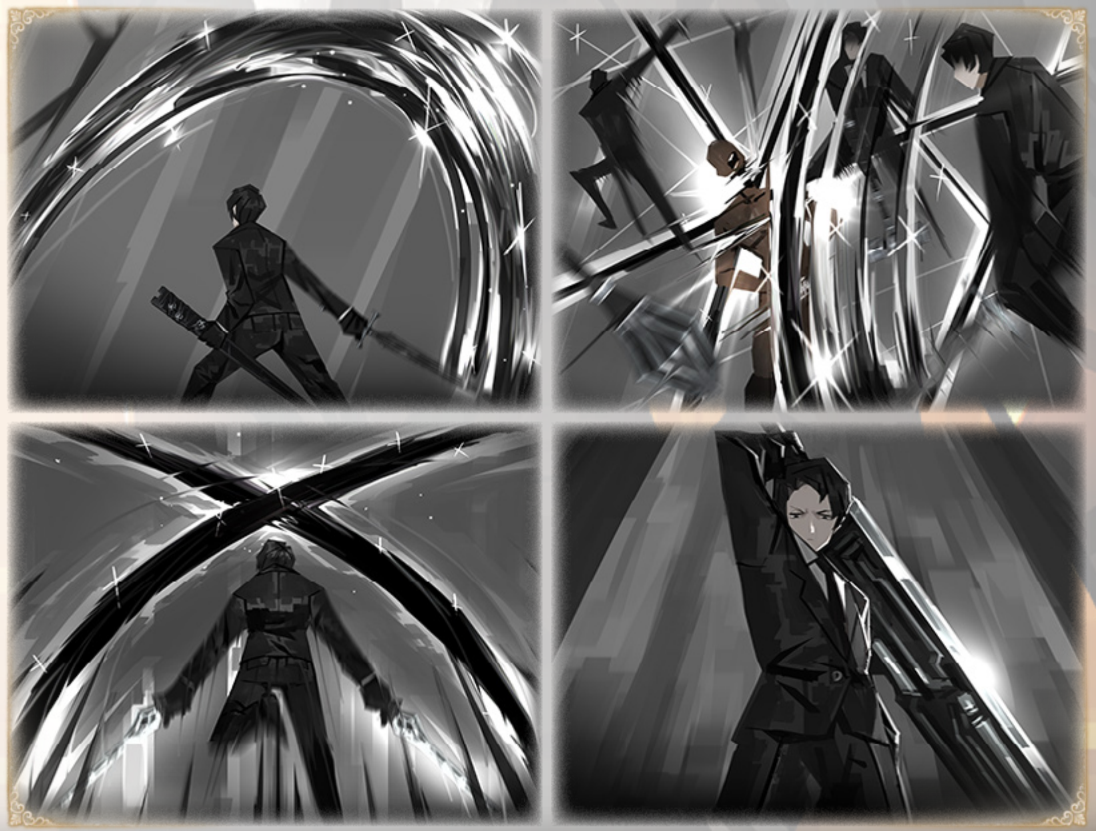
**LYM** For Roland's Combat Pages, I drew inspiration for their presentation from combo attacks in 'Devil May Cry', a game series I'm a fan of. A huge thanks to the artists who got the staggering amount of poses done for Roland the weapons master.

# The Black Silence

The Black Silence

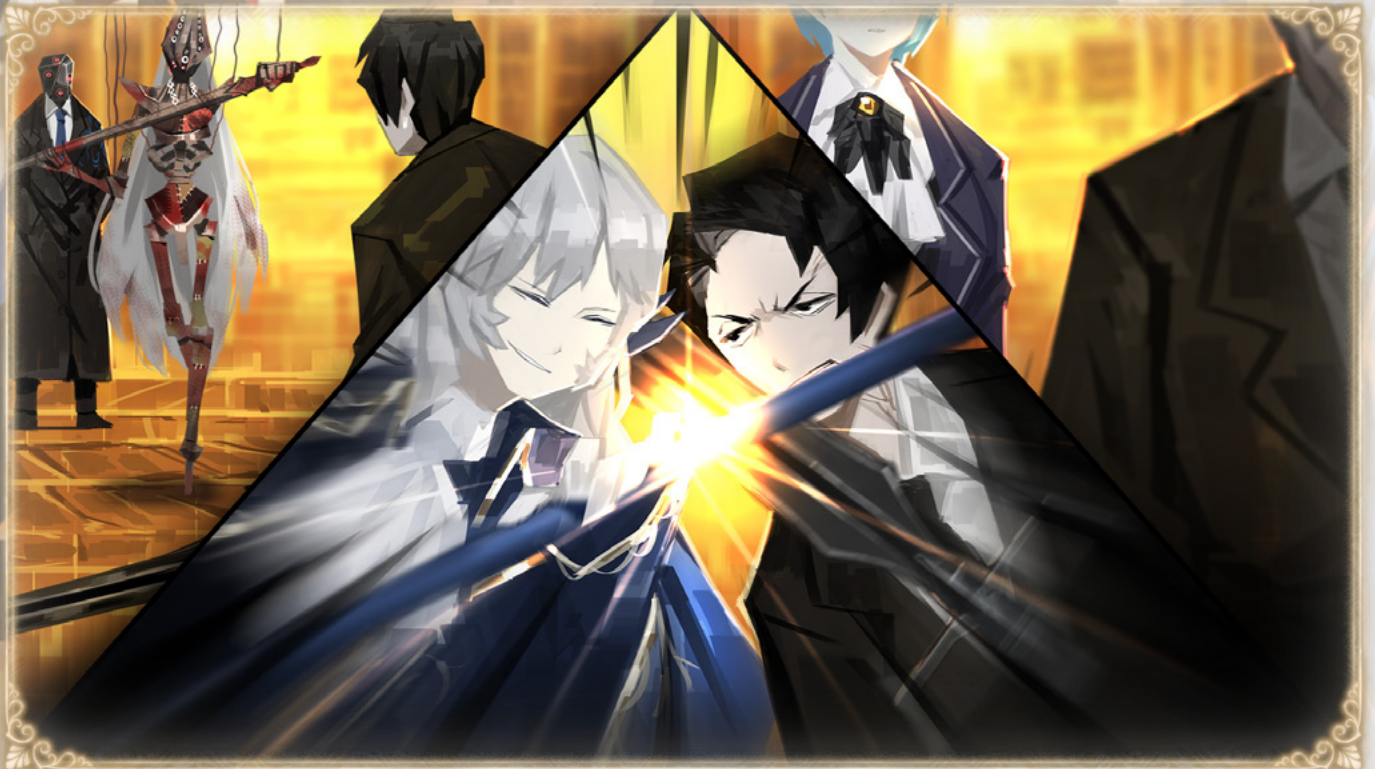


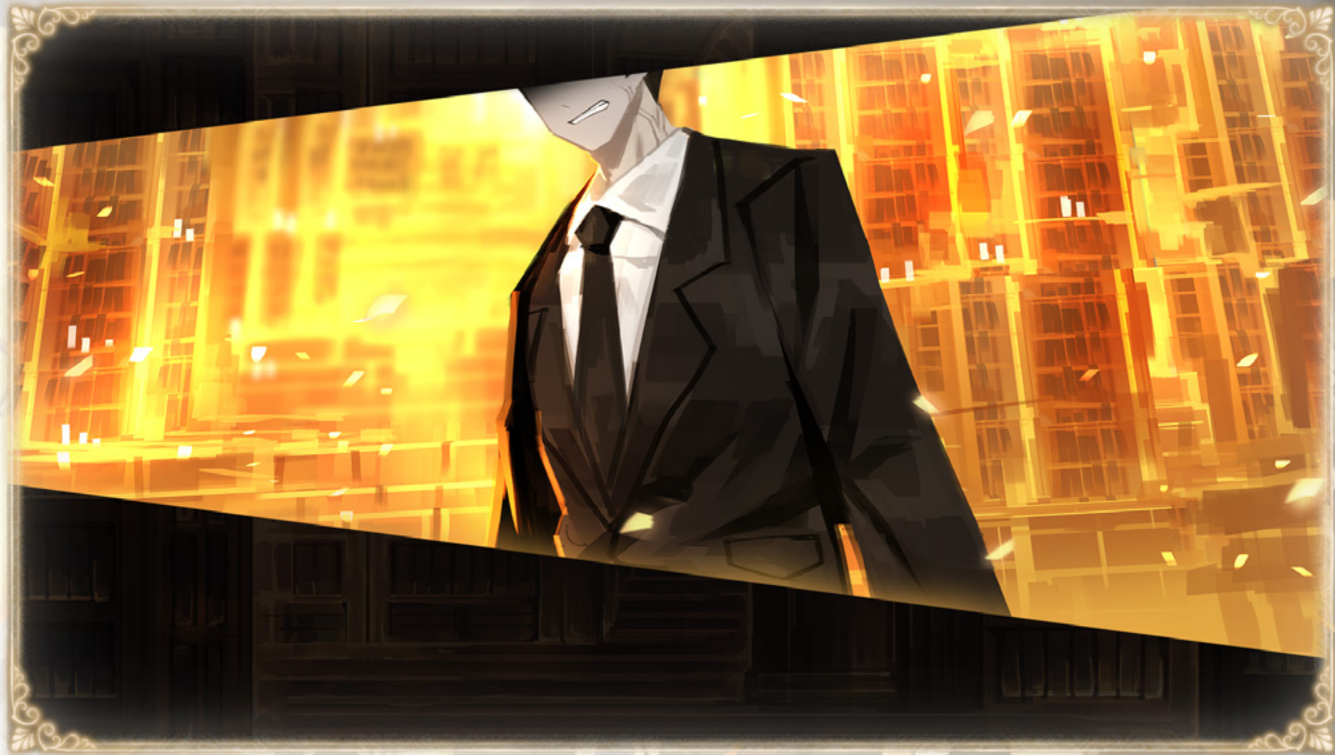


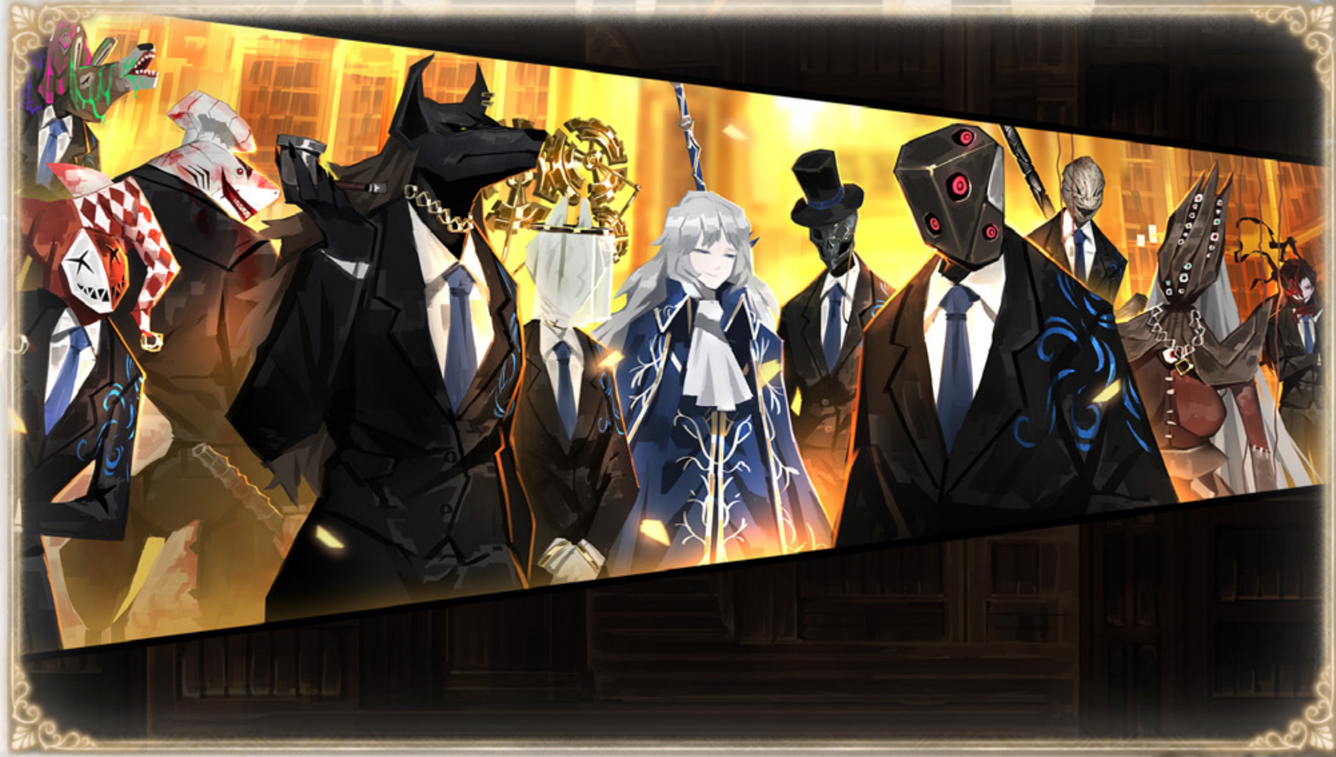


# The Reverberation Ensemble

I must wonder what music means to them. Is it a pleasant melody that simply echoes through the air? Or an act of art, with the purpose of expressing the joy of stepping towards freedom in its rawest form? Could it be a medium for conveying certain truths? Who knows. Even if some fail to understand your approach, that's simply a difference of perspective; it's hard to argue that there is such a thing as a wrong method. I've realized that trying to distinguish between right and wrong holds little weight in this City.







**SYJ** I loved the designs for the uniforms and logo. I definitely want to buy a hoodie with the same design.

**KJH** I planned them with antagonist groups commonly featured throughout creative works in mind. With their uniform indicating their affiliation to the same group, the members also have individuality in their appearance. They're linked to Roland's karma, big or small.

**KJY** This is the point where the plot begins to sprint for the ending. It was a thrilling experience to work on this part. I took great pains to make connections between the members and the Patron Librarians. I think fleshing out the ideas in my head and putting them in words was the most difficult part.

**LYM** This chapter had me thinking constantly because I had to direct 6 battles in a short time. It also features the wonderful, playlike BGM of the Reverb Ensemble. We originally planned for 10 variations, but had to settle with 4 due to time constraints. It was unfortunate that we had to reduce the impact of each character's individual instrument, but I was nonetheless happy to hear the tremendous tracks produced by EIM. I remember Oswald's clarinet being super cheery compared to everything else in the BGM draft I received. Haha.

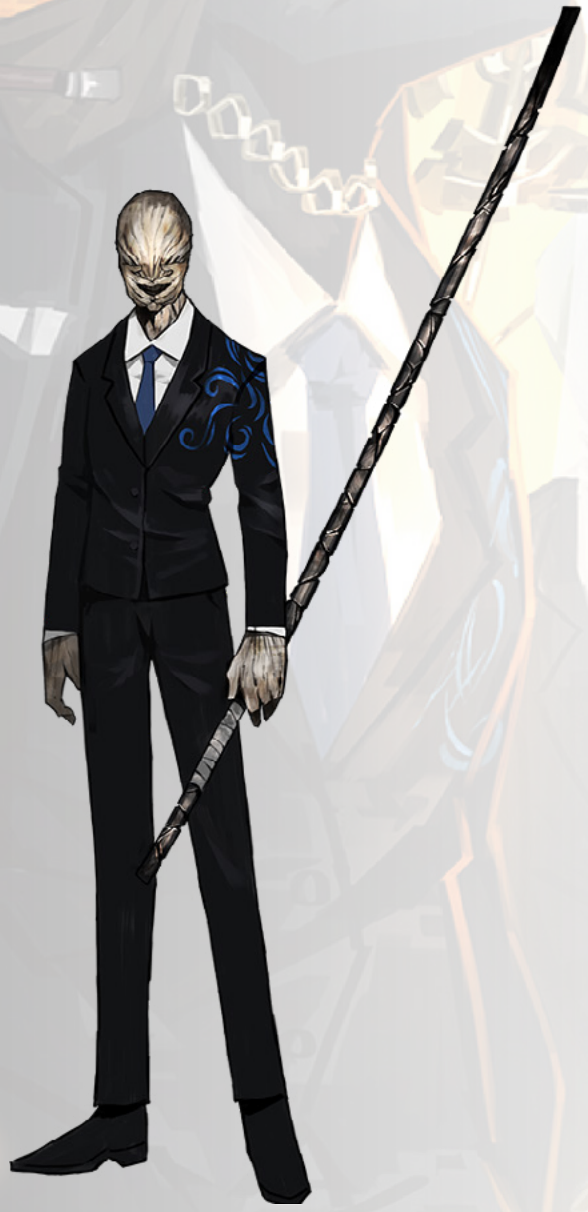
# The Crying Children

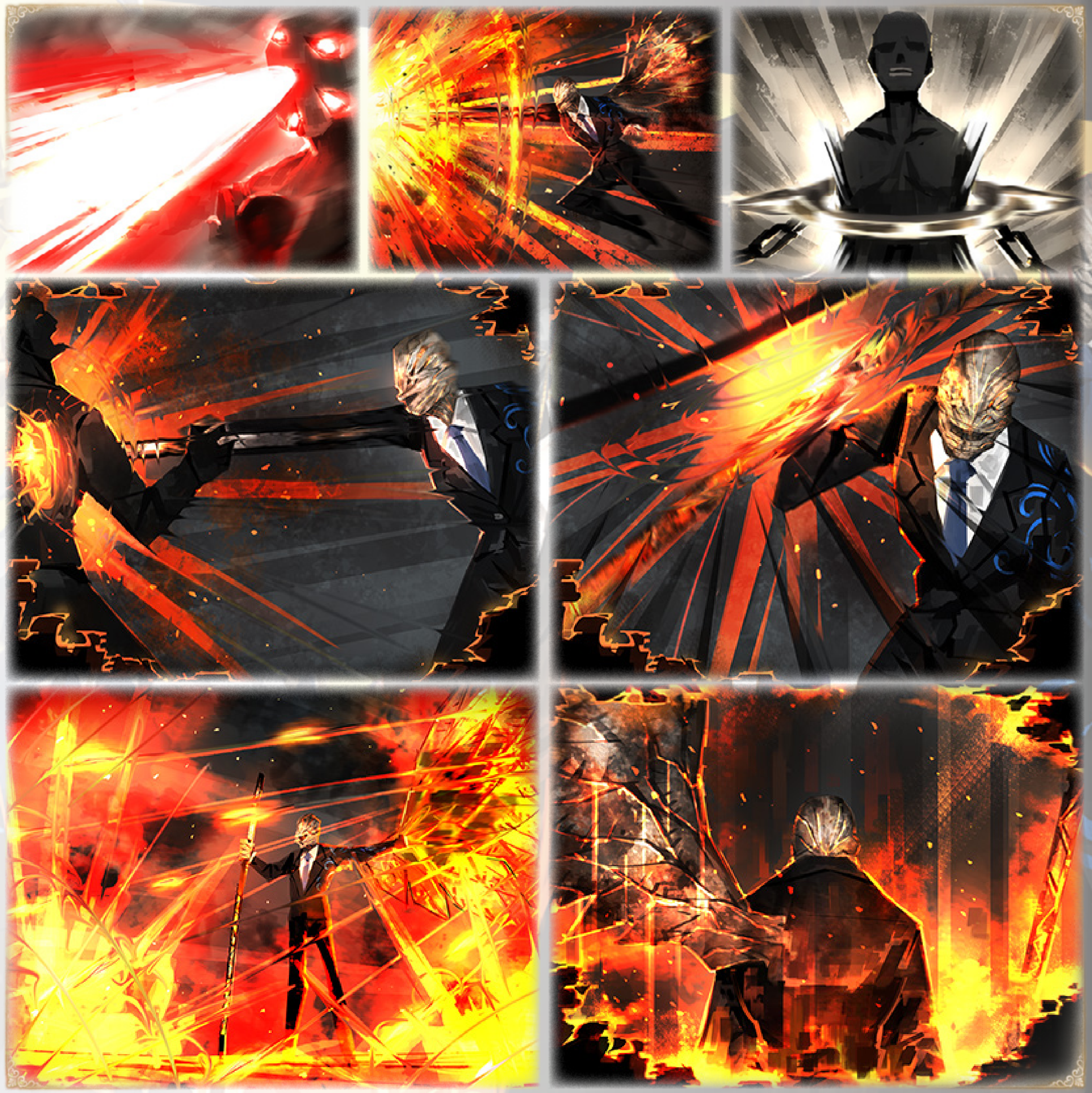
## Philip 필립

VA Kim Minju (김민주)

| | |
|---|---|
| Age | 24 Years |
| Gender | Male |
| Height | 175cm (~5'9") |
| Birthday | April 30th |
| Personality Traits | Calm · Tranquil · Aloof |
| Title | The Crying Children |
| Hobbies | Meditating in silence |
| Specialties | Self-control |
| Likes | Nothing in particular |
| Dislikes | Nothing in particular |

Having my happiness taken away
doesn't always mean
that sadness has to fill that space.





## Developer's Notes

**KJH** His fire is tinged with the color of grief and despair. I like to think that he has the desire to look away from reality and run from it when it has become too warped and out of control.

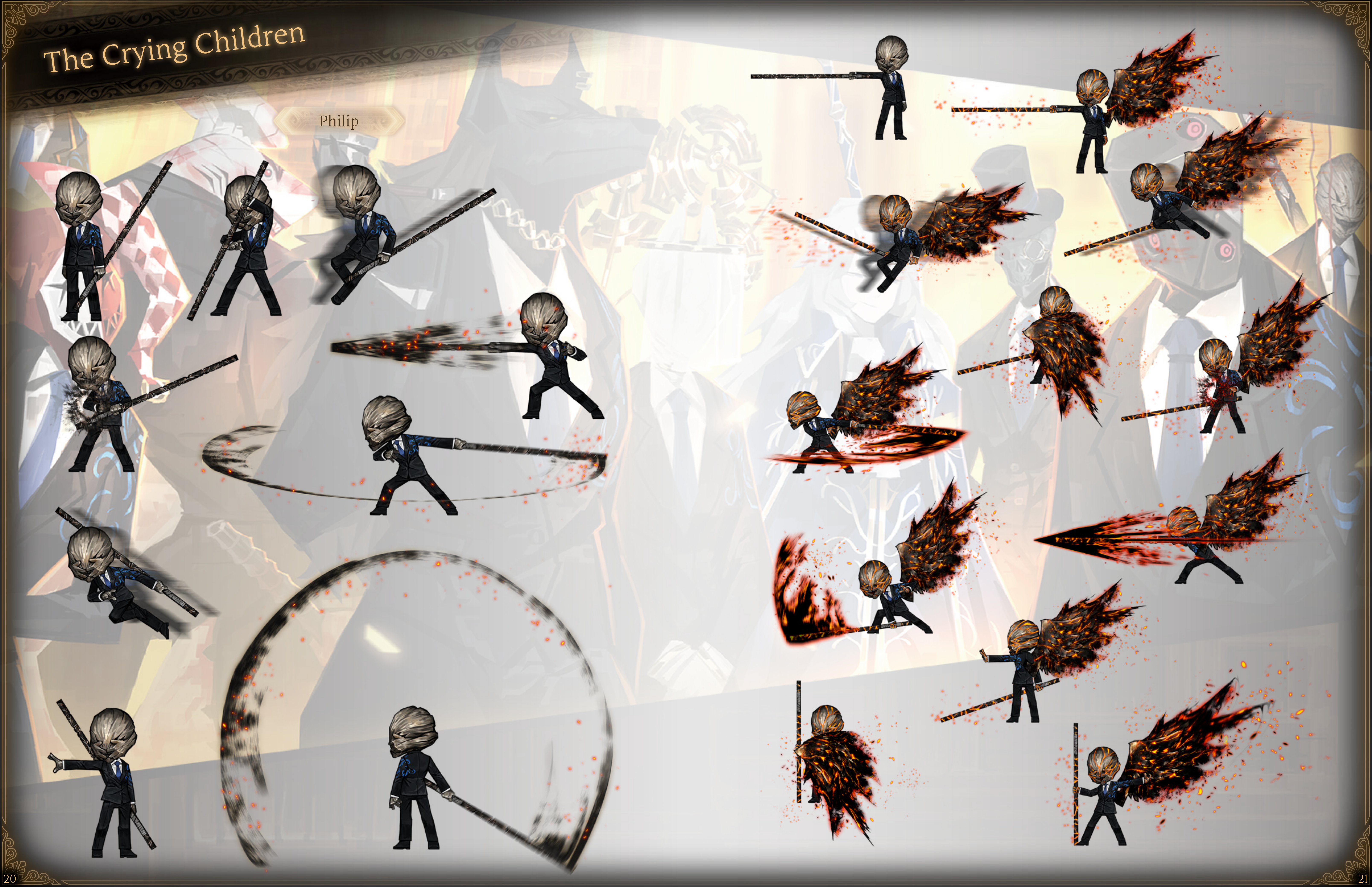
**KDH** His attacks prior to the ignition seem light; the poses look as if he's only repelling his opponents without any emotion put into the action, presenting a contrast with his attack poses in his ignited state showing desperation. It's like Philip's burnt and ashen heart was kindled once again.

**KJY** As a big chunk of his emotions is resting in the Library, the Unspeaking Child's restraint and indifference are the only feelings left in him. Philip probably won't ever blame himself or wallow in regret, though; I think he realized that there's no point in trying to find meaning in the misfortune one went through.

**LYM** Since Philip plays a pretty prominent role, I racked my brain to design his gimmick and effects. I wanted to show Philip, who cooled down as he became the Crying Children, burn again with the rekindled flames of heightened emotions as he confronts the librarians. Please enjoy his battle along with his gloomy Cello~

# The Crying Children

Philip



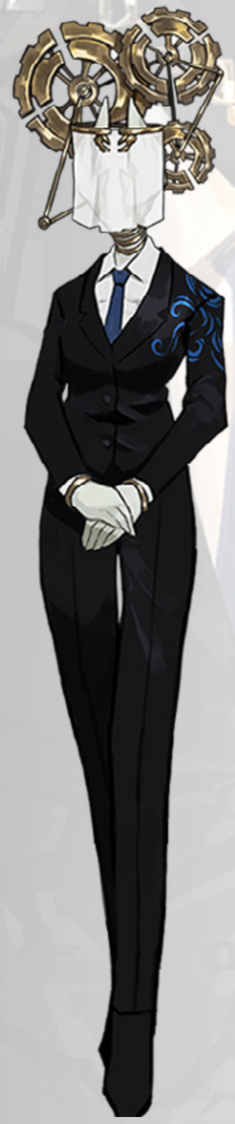
# The Church of Gears

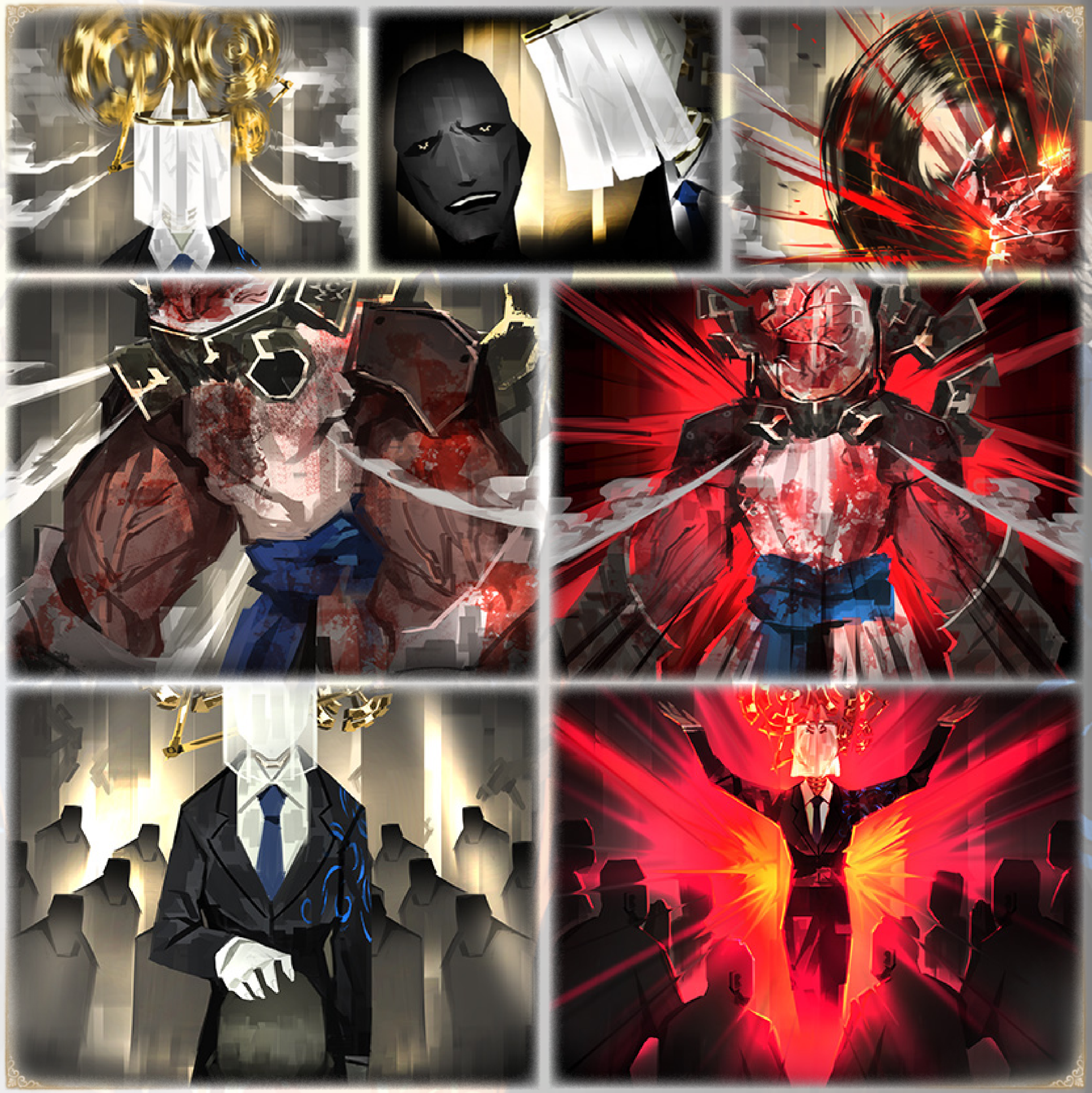
## Eileen 에일린

**VA** Lee Bo-hee (이보희)

| | |
|---|---|
| Age | 22 Years |
| Gender | Female |
| Height | 195cm (~6'5")<br>174cm (~5'9") without the gears |
| Birthday | October 29th |
| Personality Traits | Submissive·Fanatical·Obstinate |
| Title | The Church of Gears Leader |
| Hobbies | Listening to the sound of gears |
| Specialties | Empathy |
| Likes | Gears |
| Dislikes | Those who deny gears |

Please know this.
You can't rotate to the goal alone.
You'll break down someday.





## Developer's Notes

**MJY** I did my best to make her seem natural and holy when she floats into the air.

**KDH** For the Mass Attack, I gave her the air of a cult leader surrounded by a circle of light. The radiance of sacred light enveloping the creepy silhouette of the leader of the Church of Gears.

**KJH** She can predict many future events through the intellectual power of her ever-steadily rotating gears. She can manipulate others, taking a different approach from the Blood-red Night—that is, inserting gears into their brain.

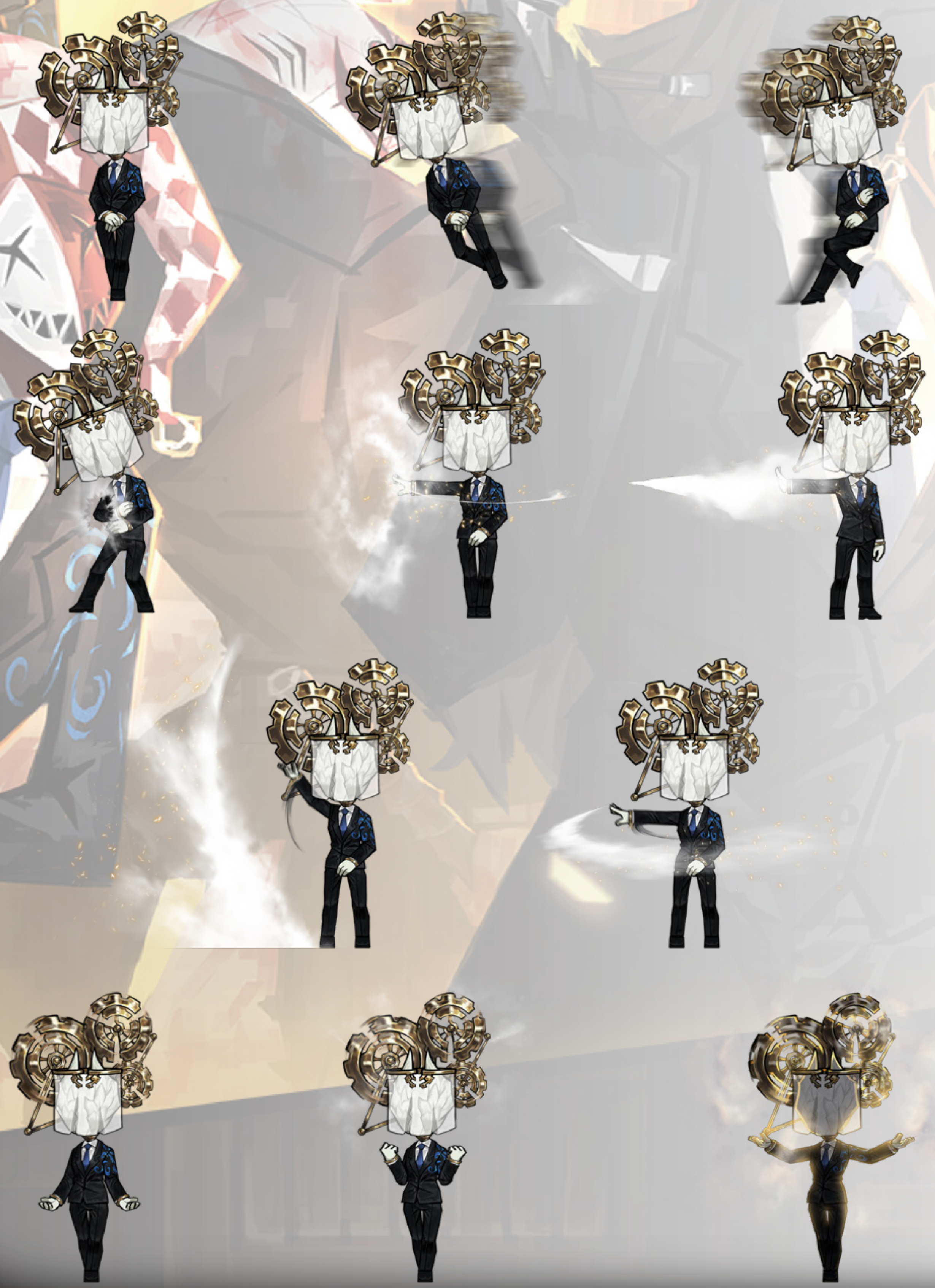
**JMJ** This was my first encounter with Eileen. From what I could see, she strongly gave off the impression of a religious cult leader. So I designed her pages around the idea of cultism. Since Eileen isn't the strongest fighter herself, I wanted to place the focus on the support and allure of a religious leader. Being the first main story character I got to work on, I grew quite attached to her.

**KJY** The script for Eileen's encounter was written by Kang Eunse from the design team. It's always a huge joy to read what other people have written. Just as how it's not possible for a person—no matter how smart or creative they are—to unify everyone else's minds, reading the conversation between Eileen and Yesod allowed me to think about the interaction from a different perspective.

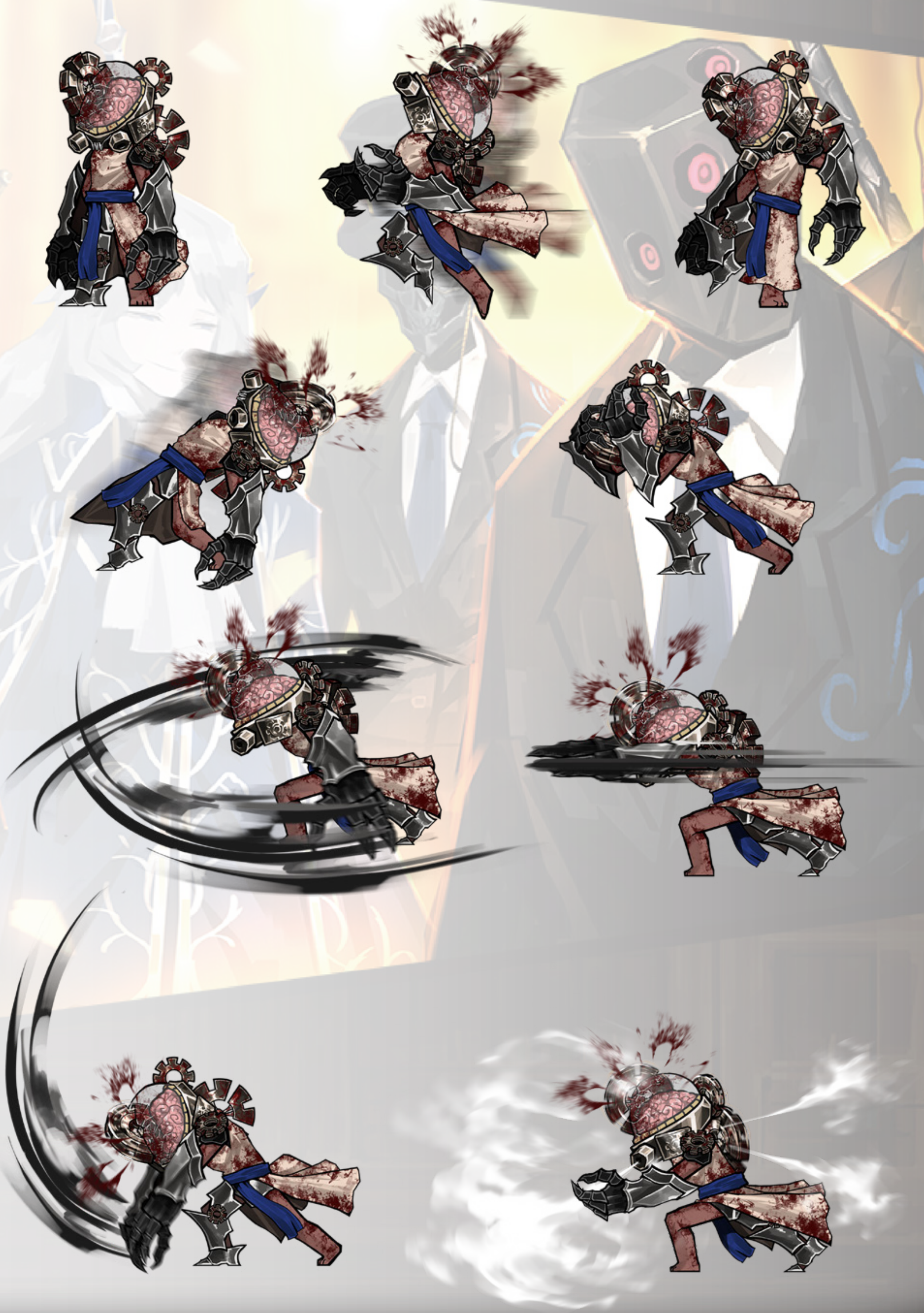
**KES** As I wrote the script, I tried my best to immerse myself into Eileen. I thought about what I would feel and speak if I were in Eileen's shoes. When you imagine yourself in the position of a character that's vastly different from you, the story you write is gonna change depending on how you empathize with them. In that respect, I feel there's a lot that I could've done better with her.

# The Church of Gears

## Eileen



## Gear Worshippers



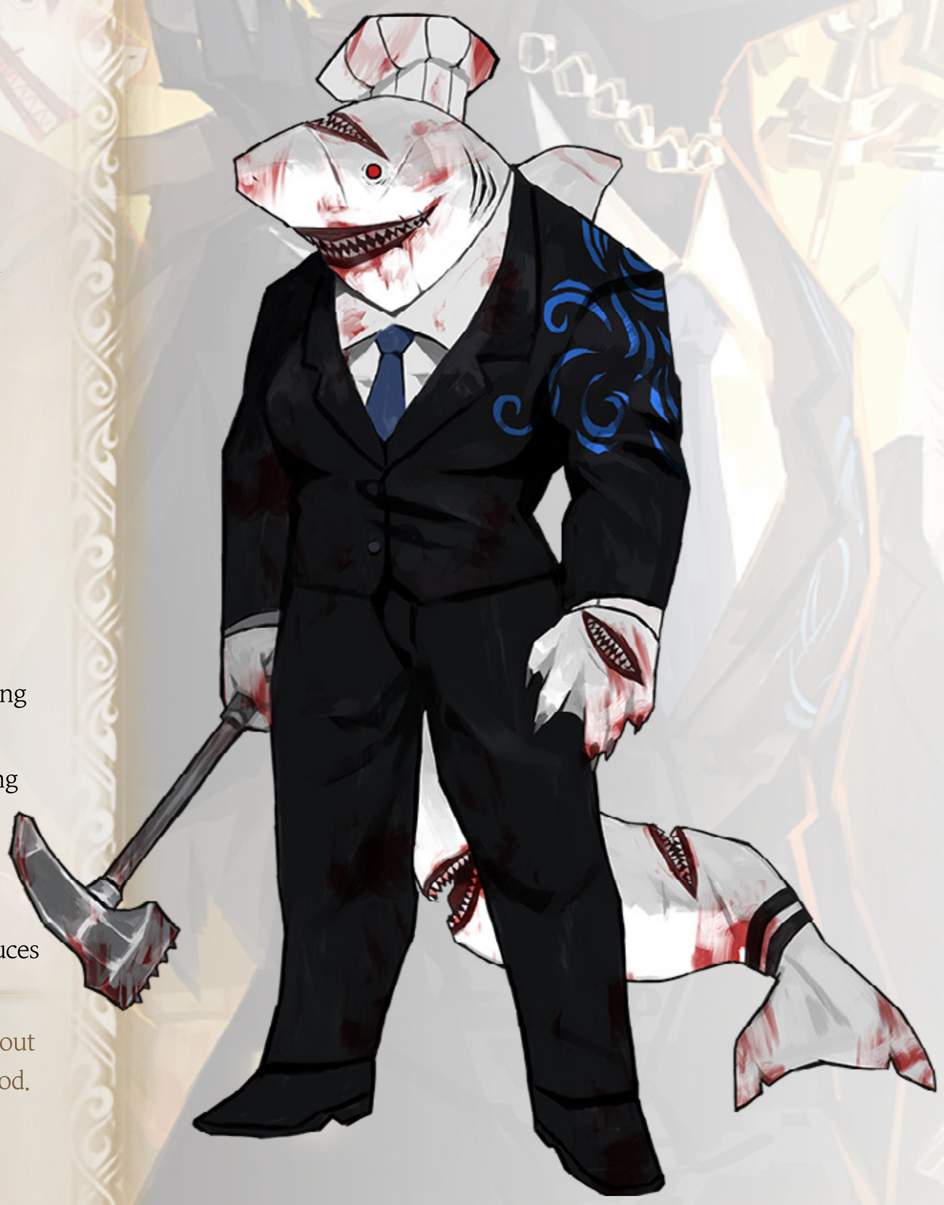
# The Eight Chefs

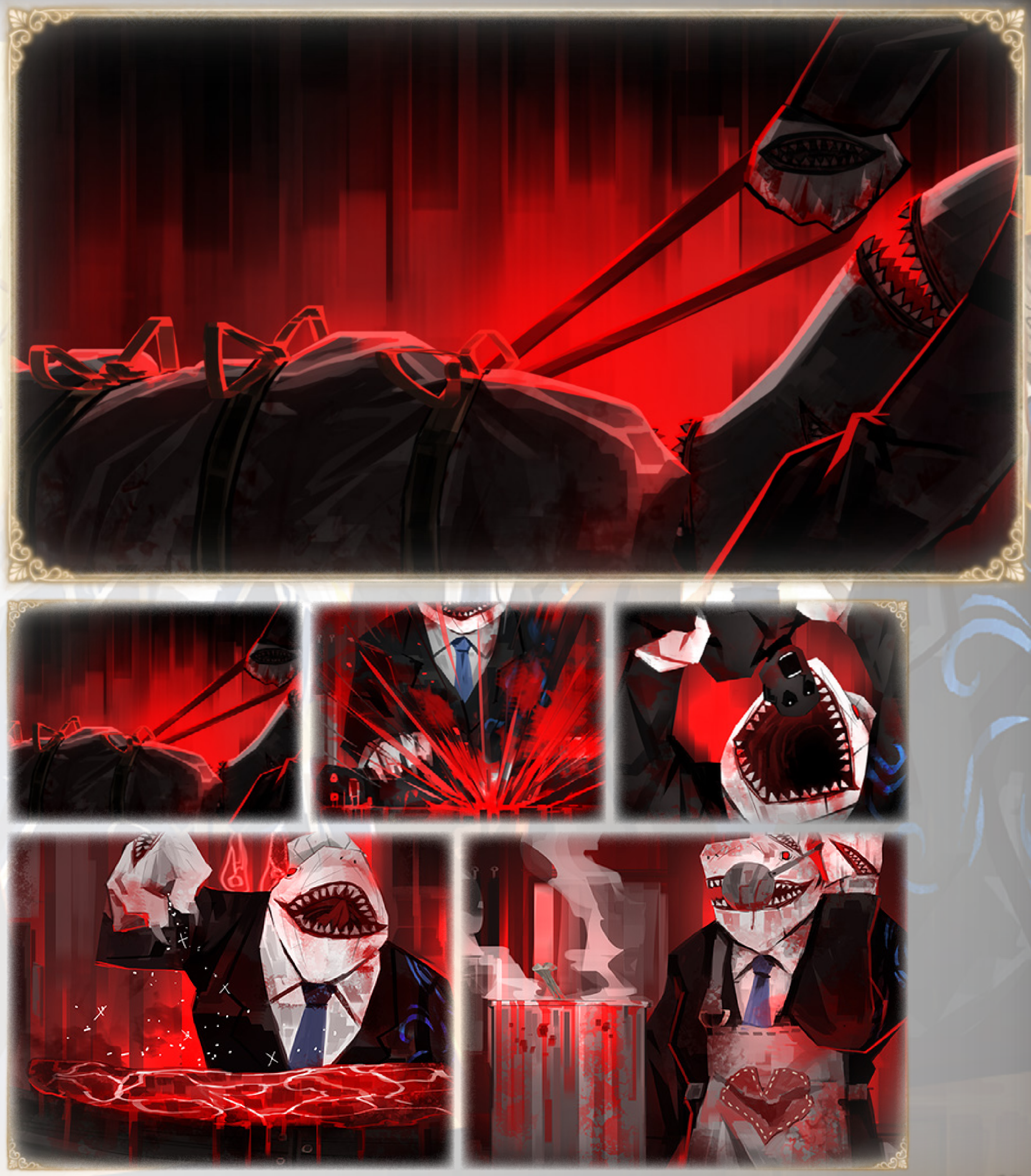
## Greta 그레타

VA Kim Sooyeong (김수영)

| | |
|---|---|
| Age | 47 Years |
| Gender | Female |
| Height | 191cm (~6'3") |
| Birthday | April 5th |
| Personality Traits | Ambitious · Tenacious<br>Unashamed |
| Title | The Eighth Chef |
| Hobbies | Developing new cooking techniques |
| Specialties | Trial Tastings · Readying Ingredients |
| Likes | Food with an unusual texture |
| Dislikes | Drenching things in sauces |

Nobody gives a rat's buttered buns about what kinda ingredients are in their food. It's the taste that matters!





## Developer's Notes

**MJY** I liked her Key Page's appearance the most for how outlandish it looks compared to everything else.

**LYM** The theme for Greta's Combat Pages is 'Fun Cooking with Greta's Gourmet Games'. What kind of dish will she make? It's a bit of a shame that her gimmick was focused more on gluttony than cooking.

**KDH** She got quite bulky for reasons similar to R Corp's Rhino Team. Trying to emphasize the size of an already large character in the chibi proportions might have gone a little bit far.

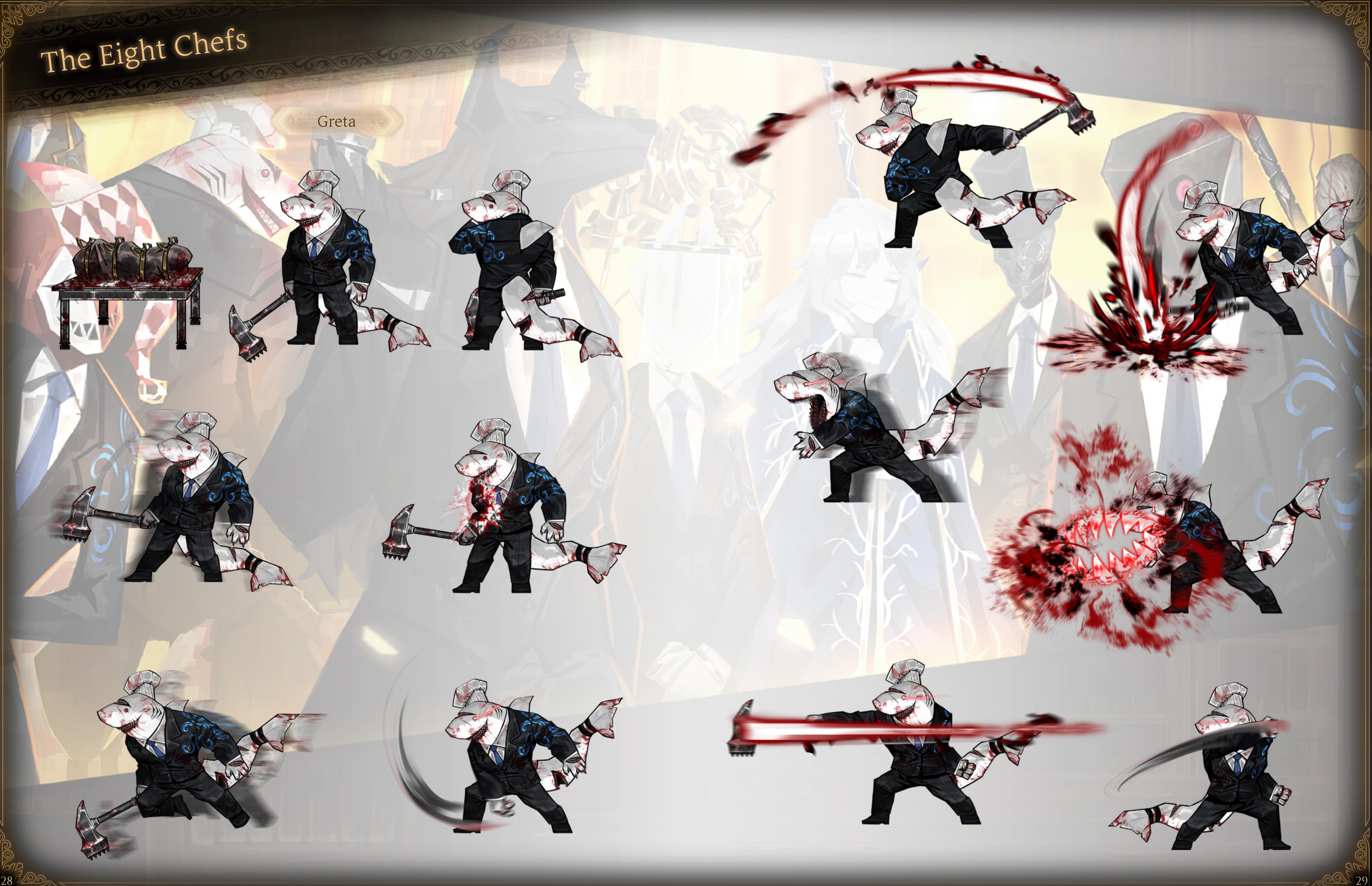
**SYJ** When the Eight Chefs were mentioned early in the story, I expected a terrifying character, but the result was a pretty amiable and friendly one unlike what I assumed. As long as she doesn't try to eat me, that is.

**KJH** Driven by endless edacity, she devours her targets until no meat is left. The desire to keep eating even when her mouth is full manifested as mouths all over her body.

**KJY** The name 'Greta' comes from the word that means "pearl". In addition to the pigment of her skin resembling its color, the fact that pearls are created as a result of the mollusk accepting irritants invading its body was another point of association I thought of with Greta. An extension of this tidbit about pearls is the idea of filling yourself with something other than your average food, as Greta brings up.

## The Eight Chefs

### Greta



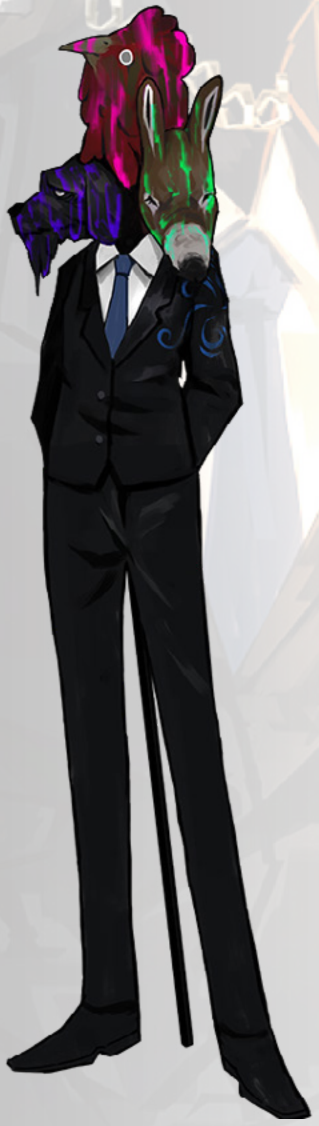
# The Musicians of Bremen

## Bremen 브레멘

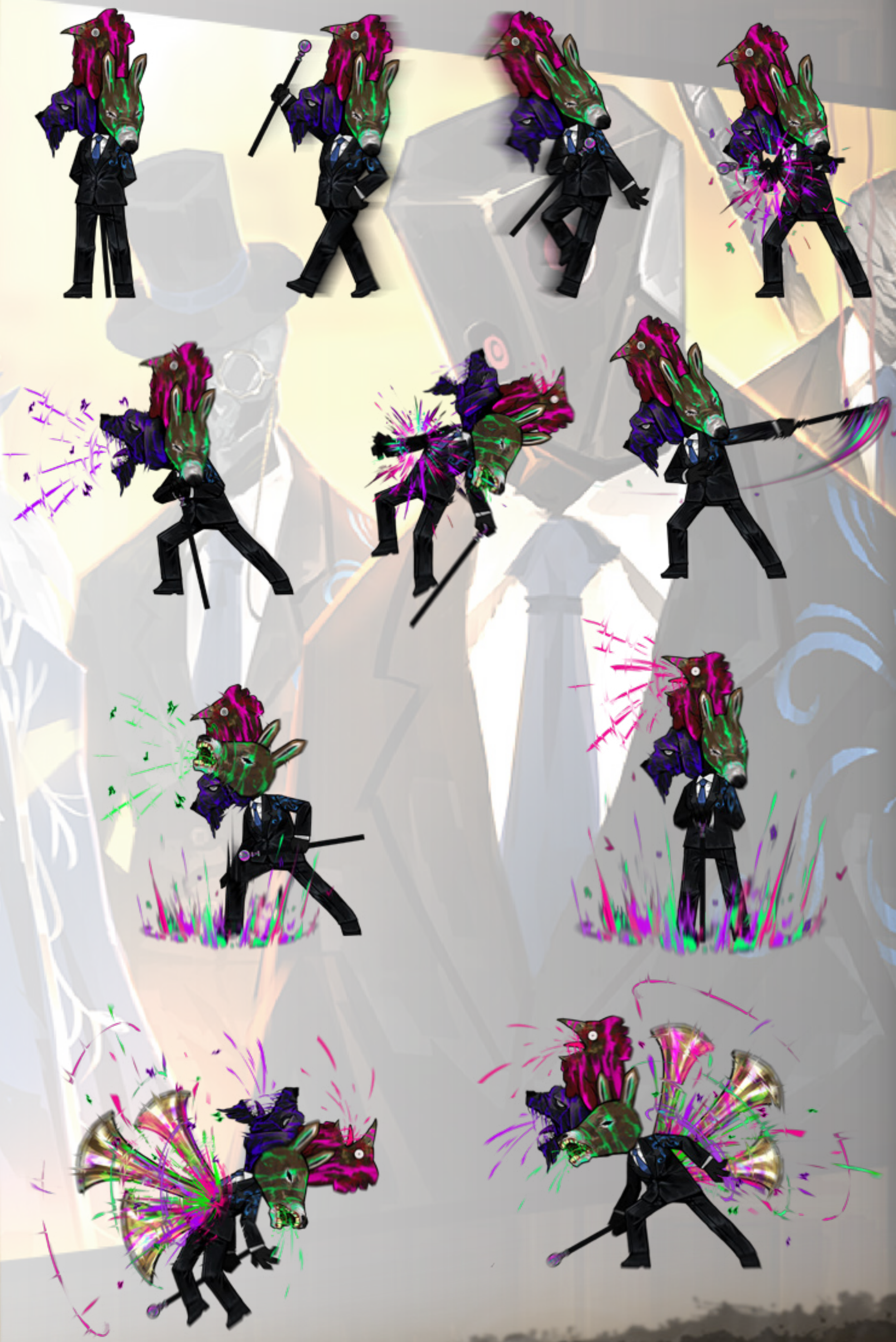
**VAs** Heehaw · Doodle-doo · Woof
(히호 · 꼬끼오 · 월)

| | |
|---|---|
| Age | 33 Years (Mean Age) |
| Gender | ??? |
| Height | 190cm (~6'3") |
| Birthday | ??? |
| Personality Traits | Mischievous · Anxious · Feral |
| Title | The Musicians of Bremen |
| Hobbies | Practicing for concerts together |
| Specialties | Teamwork |
| Likes | Salad · White Rice · Galbi |
| Dislikes | Galbi · Salad · White Rice |

Ruff, ruff ruff~!!
Cockadoodledoo!!!
Neigh!!!



Bremen



## Developer's Notes

**LYM** Each head of Bremen has its own idea going with it. I'd planned a battle that utilizes the buffs and debuffs of the Musicians of the Bremen to an extreme, but the outcome was rather wanting in terms of fun in gameplay.

**KES** The individualities of different people melded into one Bremen… Isn't that fascinating?

**KJH** They perform using their own body as instruments. The three distorted into one body because their wishes aligned.

**KJY** Despite combining into one, you can actually hear hints of the different personalities in their voices. Doodle-doo is full of doubt and anger; Heehaw is frivolous and prone to laugh at others; lastly, Woof is leaden but resolute and self-assured.

The other scripts were centered around the stories of the Ensemble members, but these fellows sadly couldn't talk… so Netzach had to lead the conversation by himself. I think he was able to understand Bremen's opinions to an extent. Ah, I guess it's not a monologue after all! Bremen did ask questions and tell answers; they are capable of comprehending human speech.

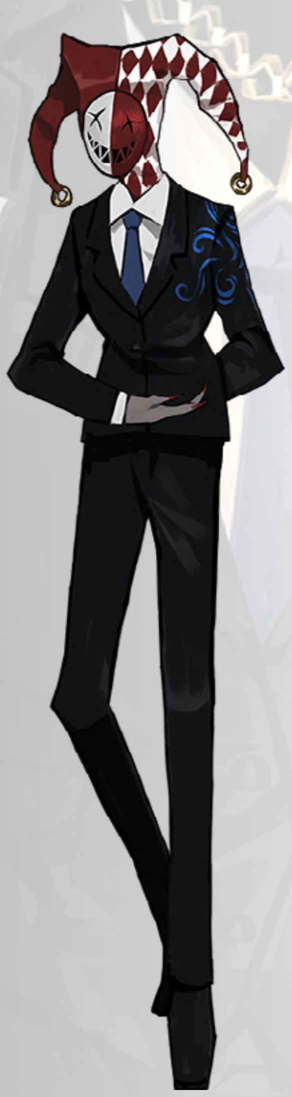
# The 8 o'Clock Circus

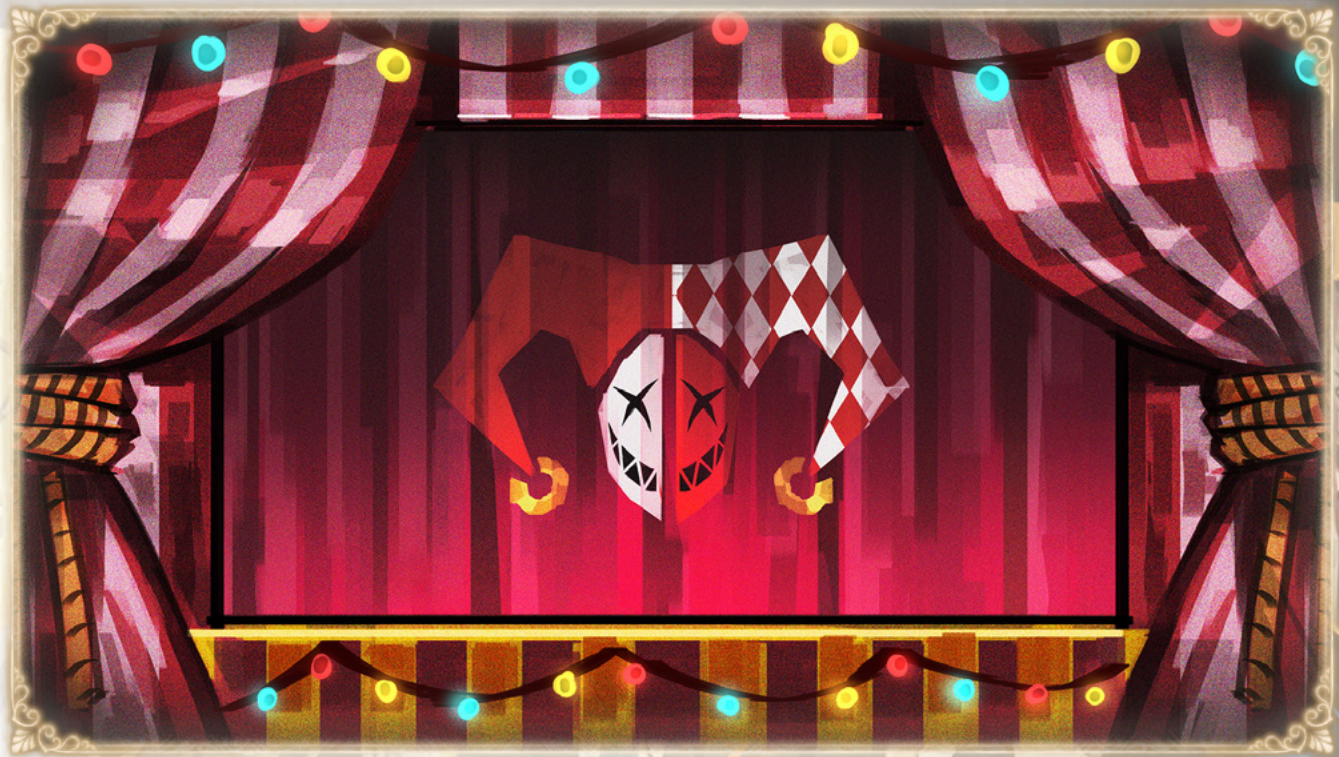
## Oswald 오스왈드

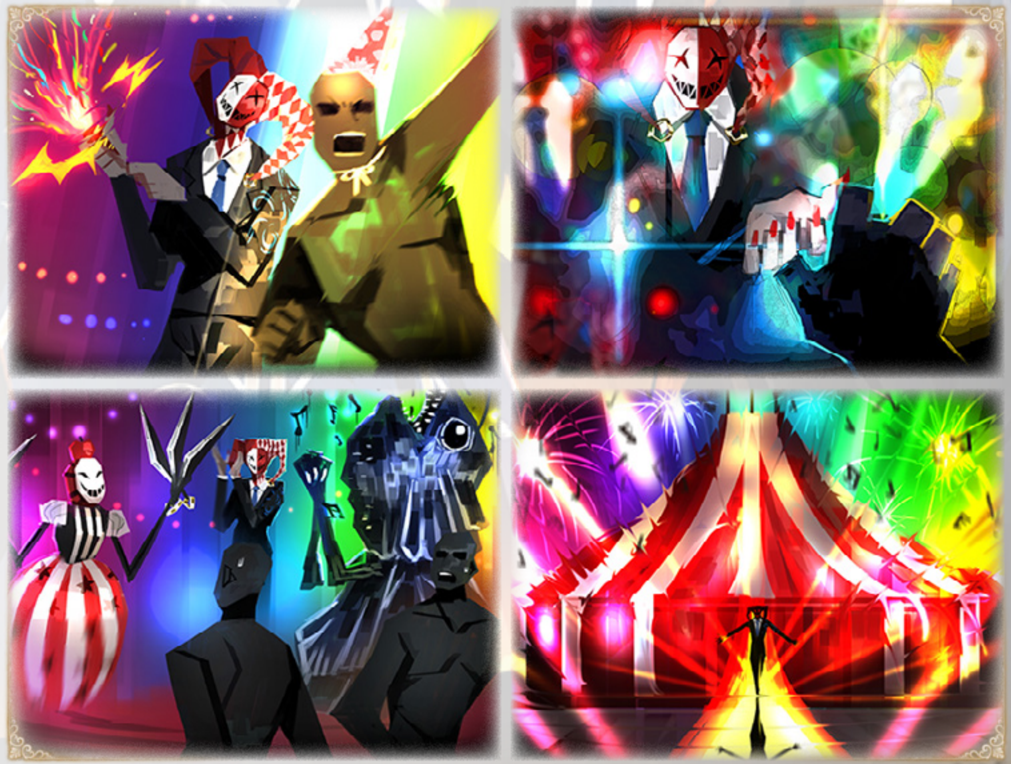
**VA** Kim Myeong-jun (김명준)

| | |
|---|---|
| Age | ??? |
| Gender | ??? |
| Height | 176cm (~5'9") |
| Birthday | December 1st |
| Personality Traits | Scatterbrained · Curious<br>Happy-go-lucky |
| Title | The 8 o'Clock Ringmaster |
| Hobbies | Juggling 13 balls<br>Performing in front of his troupe |
| Specialties | Brilliant Ideas<br>Quickly acquiring skills |
| Likes | Laughter<br>Fellow Members of the Troupe |
| Dislikes | Meanie Teary Friends |

Everyone who lives here is a clown!
Clowns can't survive
without feeding on each other's smiles, you see?







## Developer's Notes

**KJH** He tears people apart and exposes their minds to stage a show. His ability is an ideal base for creating Distortions.

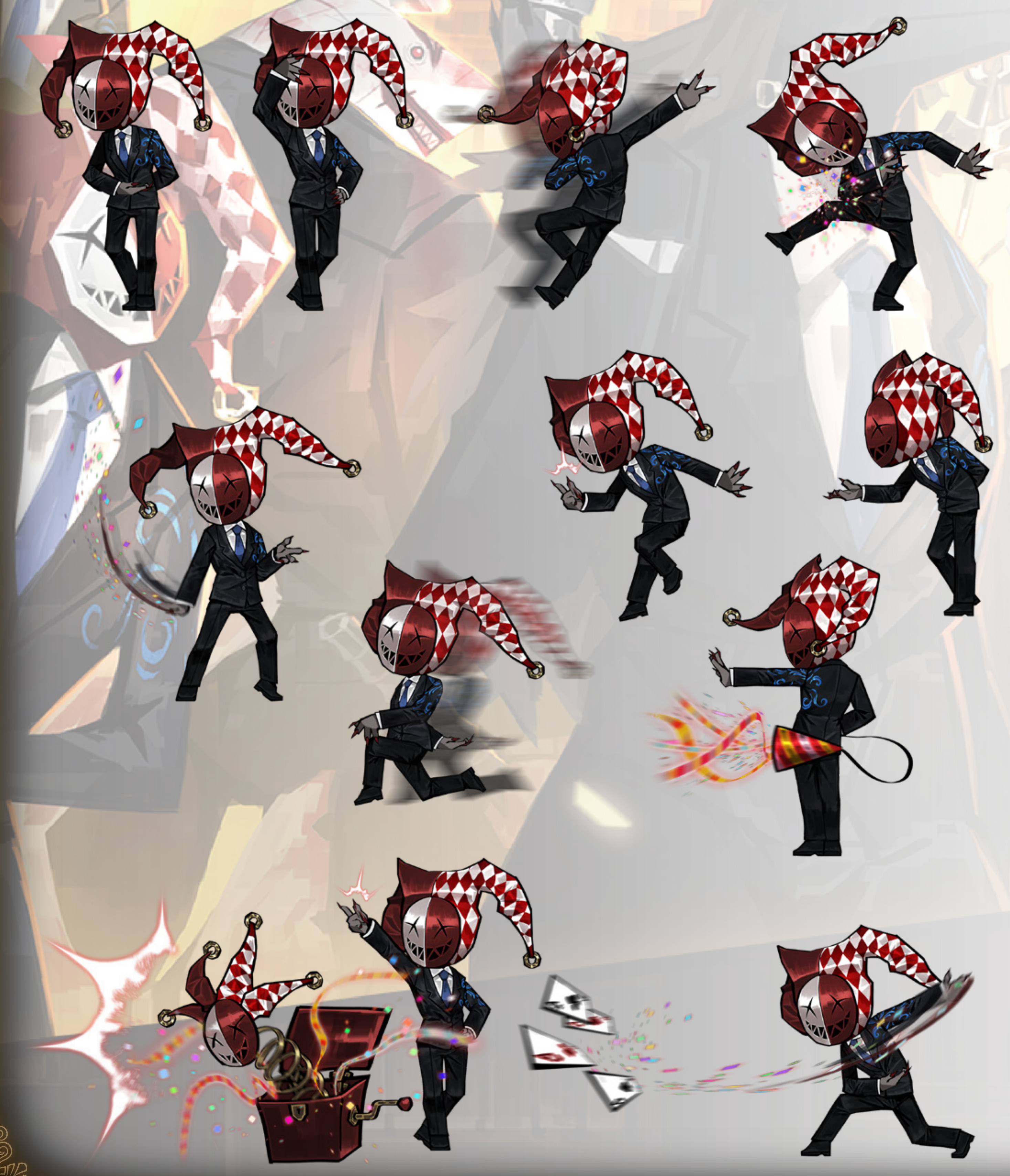
**LYM** To highlight Oswald's vibrant character, I planned out poses where he uses various circus props to attack. I was touched by the way our artists brought Oswald to life. Oswald's evade pose is so adorable.

**KDH** I put a lot of love into this character. His poses in particular were a delight to work on. It was an easy task thanks to the clear direction provided by the design team.
His exuberant mannerisms, such as giving the peace [V] sign when he evades an attack, his swinging arms in the same direction as his legs when moving, and making an exaggerated reaction when hit; it might seem contrived on other characters, but Oswald makes them work. I think that distinct character is a special appeal Oswald has.

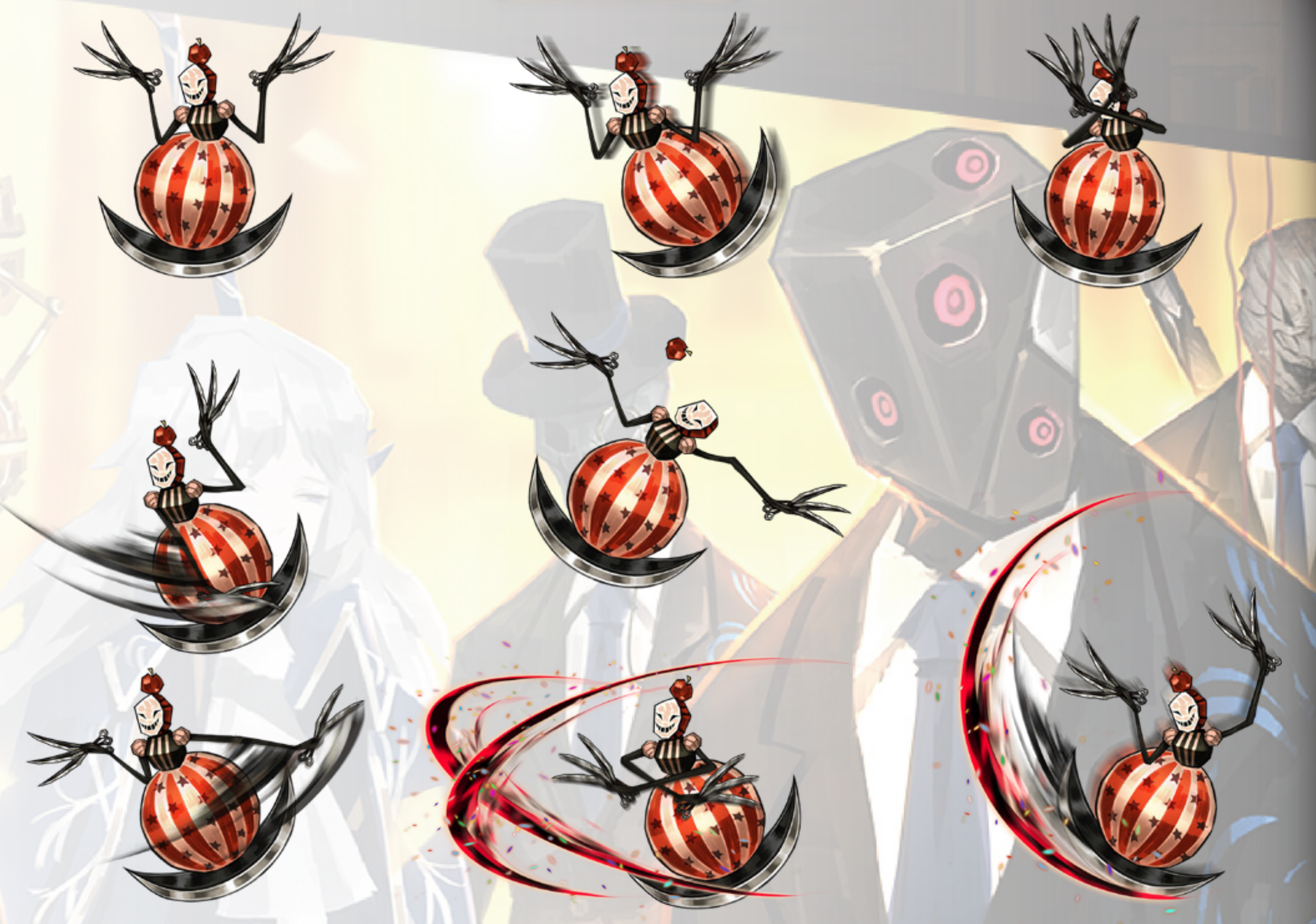
**KJY** I like that he only considers himself when he chooses a scent to perfume himself. Why care about others' thoughts on the smell, when your decision is what matters the most?
You have to be well aware of what you want to pick for a satisfying scent. That way, it becomes a way of expressing and adorning your real self, rather than enveloping yourself in an insincere cover. I thought these points could be relevant to what Oswald thinks of the Distortion.

# The 8 o'Clock Circus

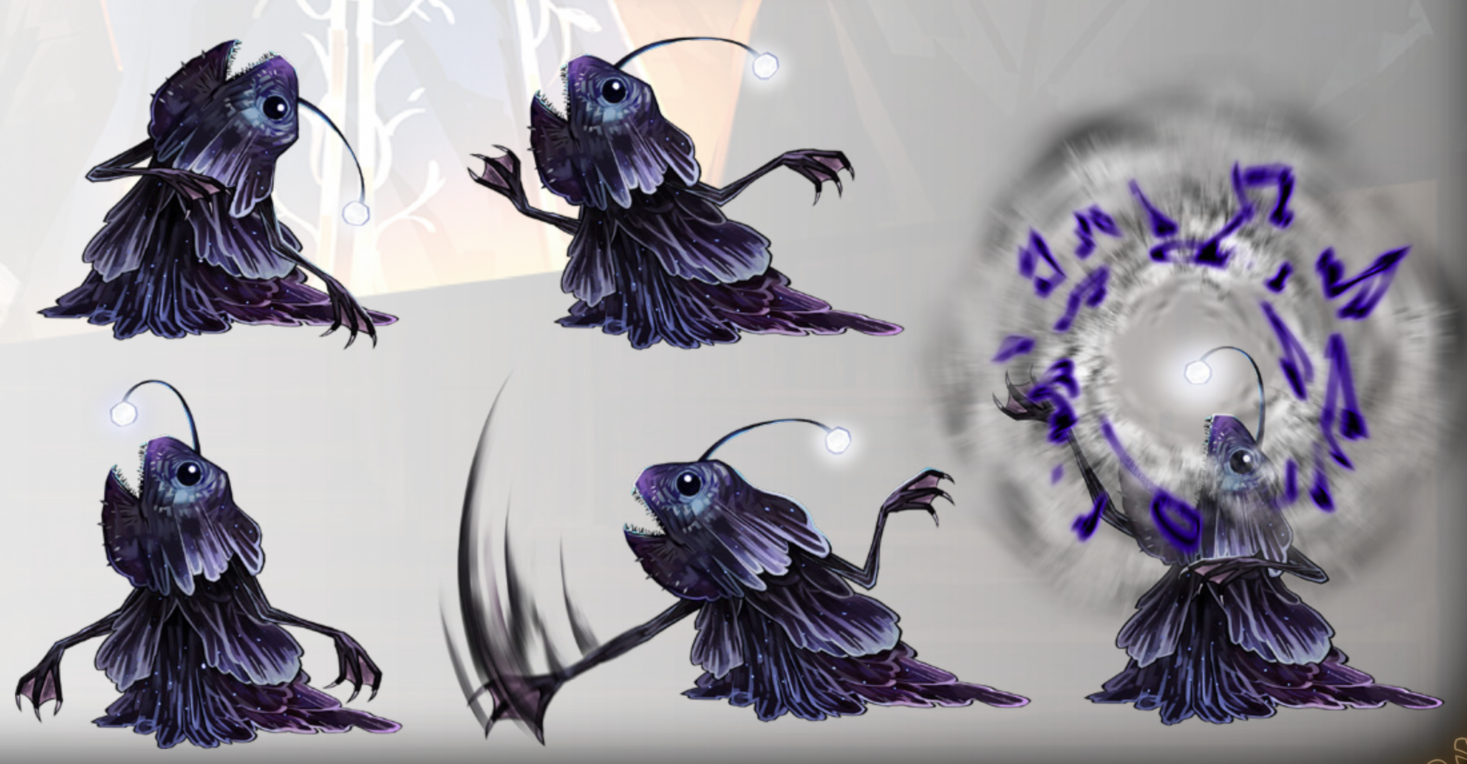
## Oswald



## Mr. Knife



## Ms. Mermaid



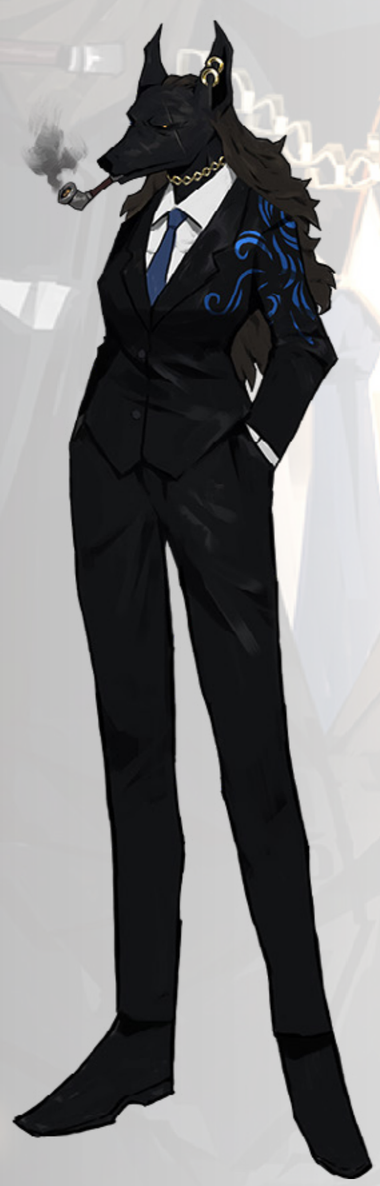
# L'heure du Loup

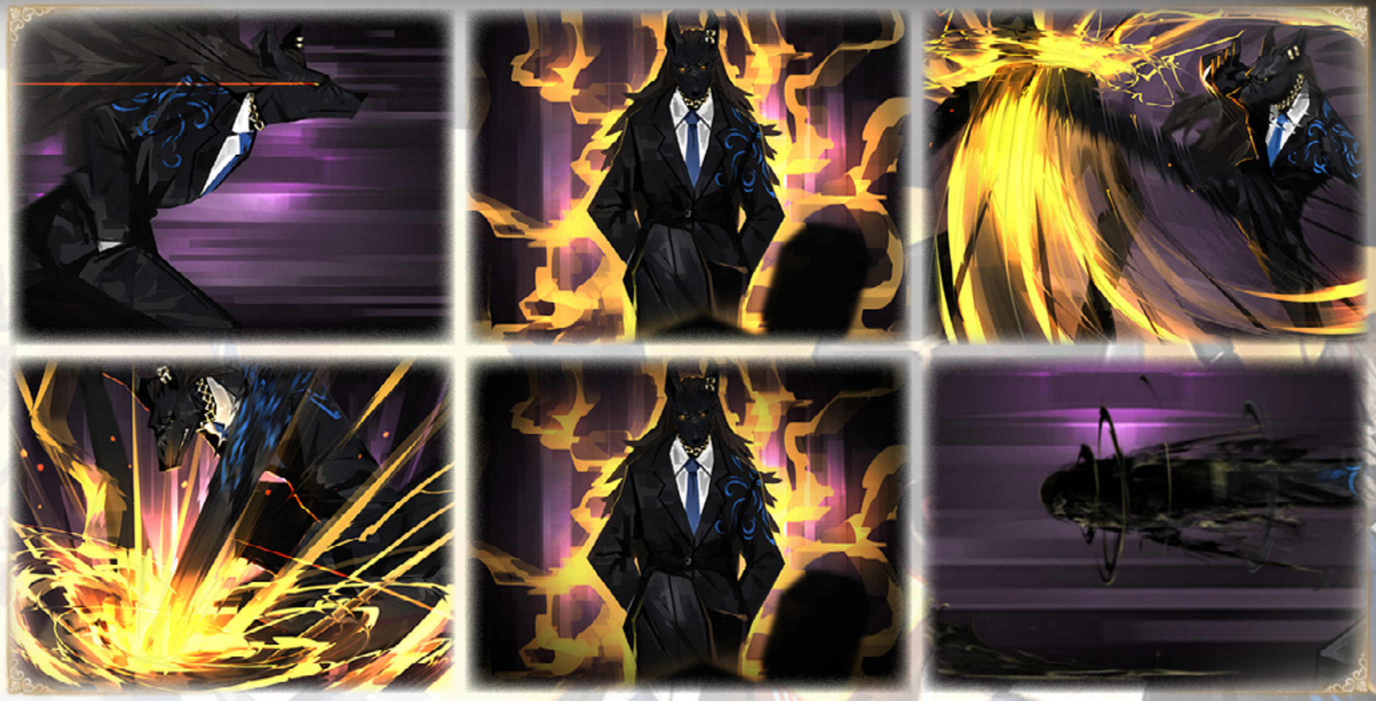
## Tanya 타냐

**VA** Cheon Jiseon (천지선)

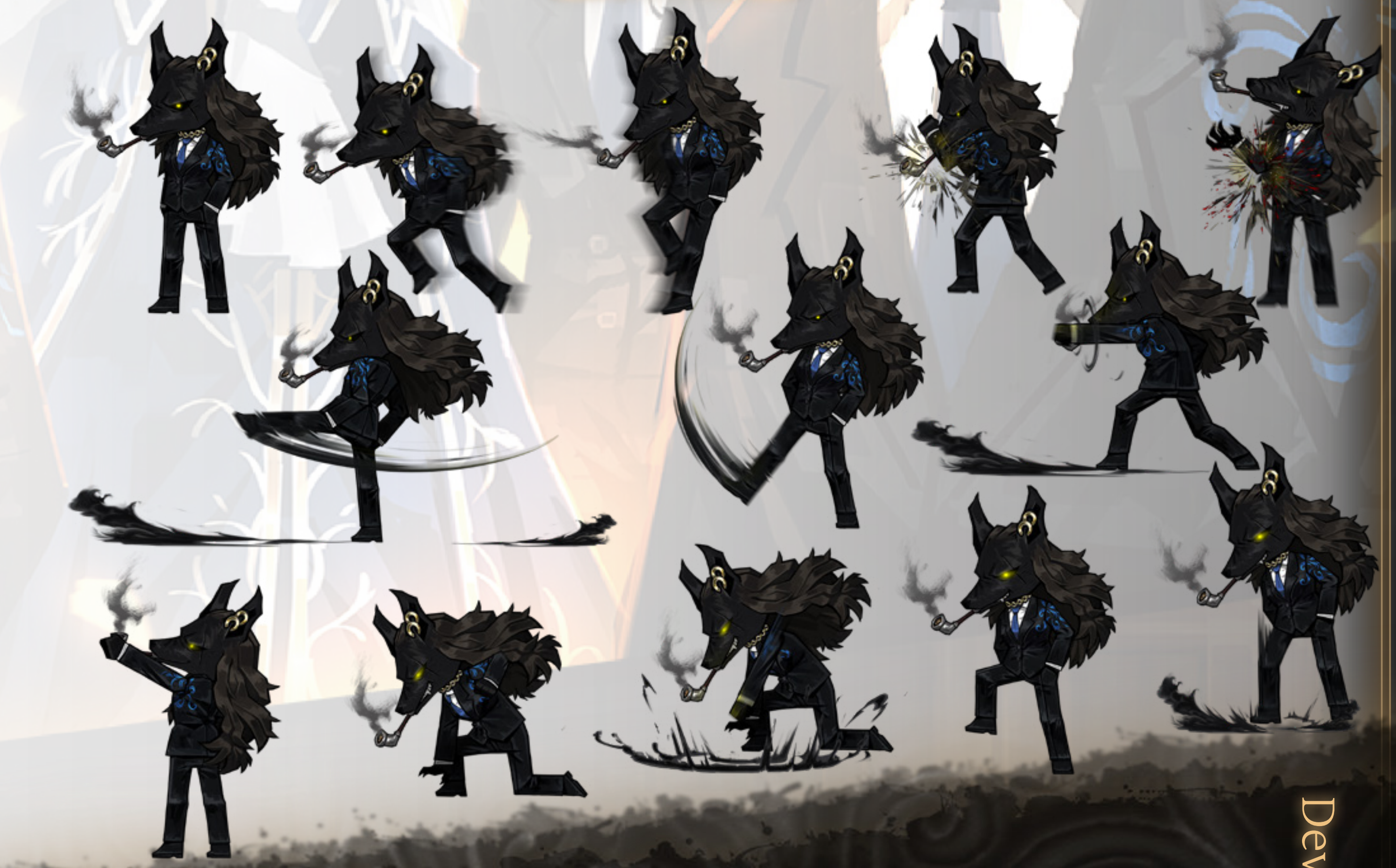
| | |
|---|---|
| Age | 40 Years |
| Gender | Female |
| Height | 191cm (~6'3") |
| Birthday | January 16th |
| Personality Traits | Intemperate · Impulsive · Certain |
| Title | L'heure du Loup<br>(The Hour of the Wolf) |
| Hobbies | Smoking · Fighting |
| Specialties | Brawling · Being Tough |
| Likes | Golden Accessories<br>Chicken Kebab |
| Dislikes | Weakness · Cowards |

I prove that I'm stronger than you,
and that's it.
No tricks or lies involved.





Tanya



## Developer's Notes

**KES** My fav character. Wolves are cute. :)

**LJH** When I first drew Tanya's chibi sprite, I made her face round and her muzzle short in accordance with the default head shape, but everybody laughed saying she looked like a chihuahua. It was embarrassing, but I managed to improve it through feedback from the art director. I learned that features in chibi proportions don't always have to be short and stubby.

**KJH** She used to be an executive member of the Middle. She's harder and faster than before. She might actually be on par with Gebura in terms of combat prowess.

**KJY** The two kinds of violence Tanya discusses in her page are a topic I've always had in mind. I often thought about what differences there are between the two. It was a tad bit tricky to put it in words, though···

I saw her as a character that shares many similarities with Gebura, but who has walked down a different path due to a slight difference. In fact, that can be said for the rest of the Ensemble and the Patrons, right?

Gebura could easily have fought alone, but there has to be a clear reason she decides to fight alongside her fellow librarians. And Tanya fails to understand why she bothers to do that. I wanted to put a line where Gebura points that out, but she happens to be handling things alone too often on her floor in game··· So I sadly had to take it out.

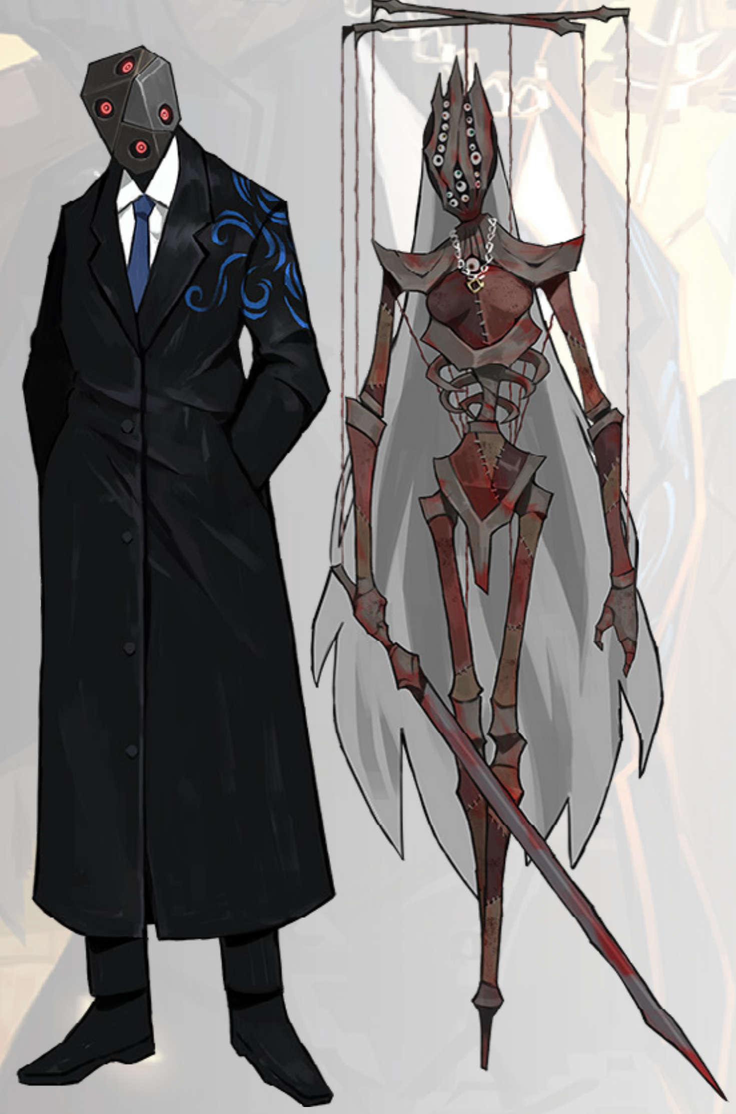
# The Puppeteer

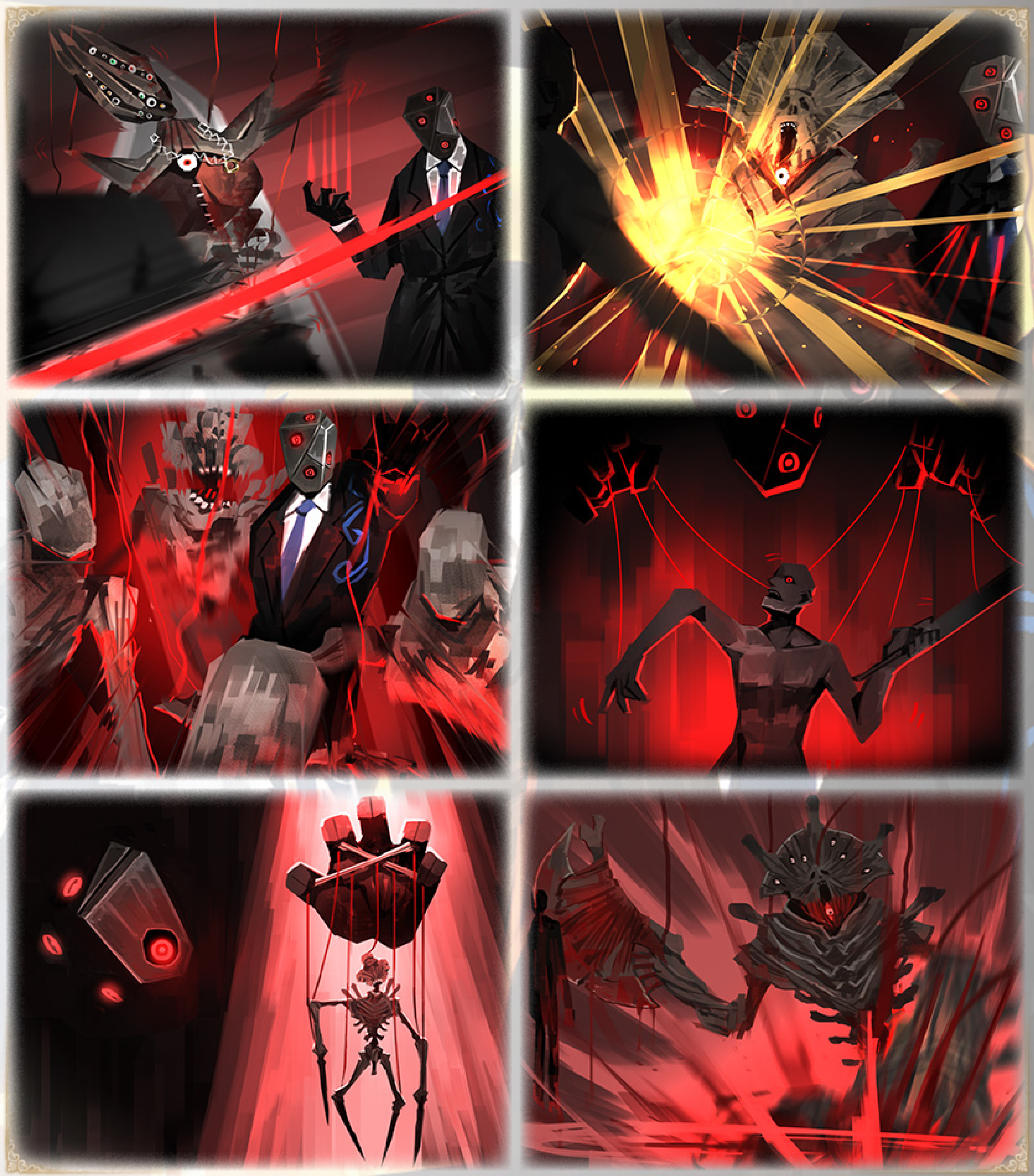
## Jae-heon 재헌

**VA** Park Ju-kwang (박주광)

| | |
|---|---|
| Age | 35 Years |
| Gender | Male |
| Height | 187cm (~6'2") |
| Birthday | June 22nd |
| Personality Traits | Truthful · Self-deprecating<br>Responsive |
| Title | The Puppeteer |
| Hobbies | Formulating puppet designs |
| Specialties | A Delicate Touch |
| Likes | Puppets |
| Dislikes | Strings that cannot be cut |

I wrap the emotions I couldn't outwardly express
in a human string and shape them.





## Developer's Notes

**KJH** He uses special strings that only he can manipulate. With these strings, he stitches and sculpts human bodies into puppets.

**KES** Even though I don't exactly know how devastated one might feel from losing their child, I guess he wanted to shake off the pain of that loss by making puppets?
This is off-topic, but the silver hair of his human form is so charming. Q-Q

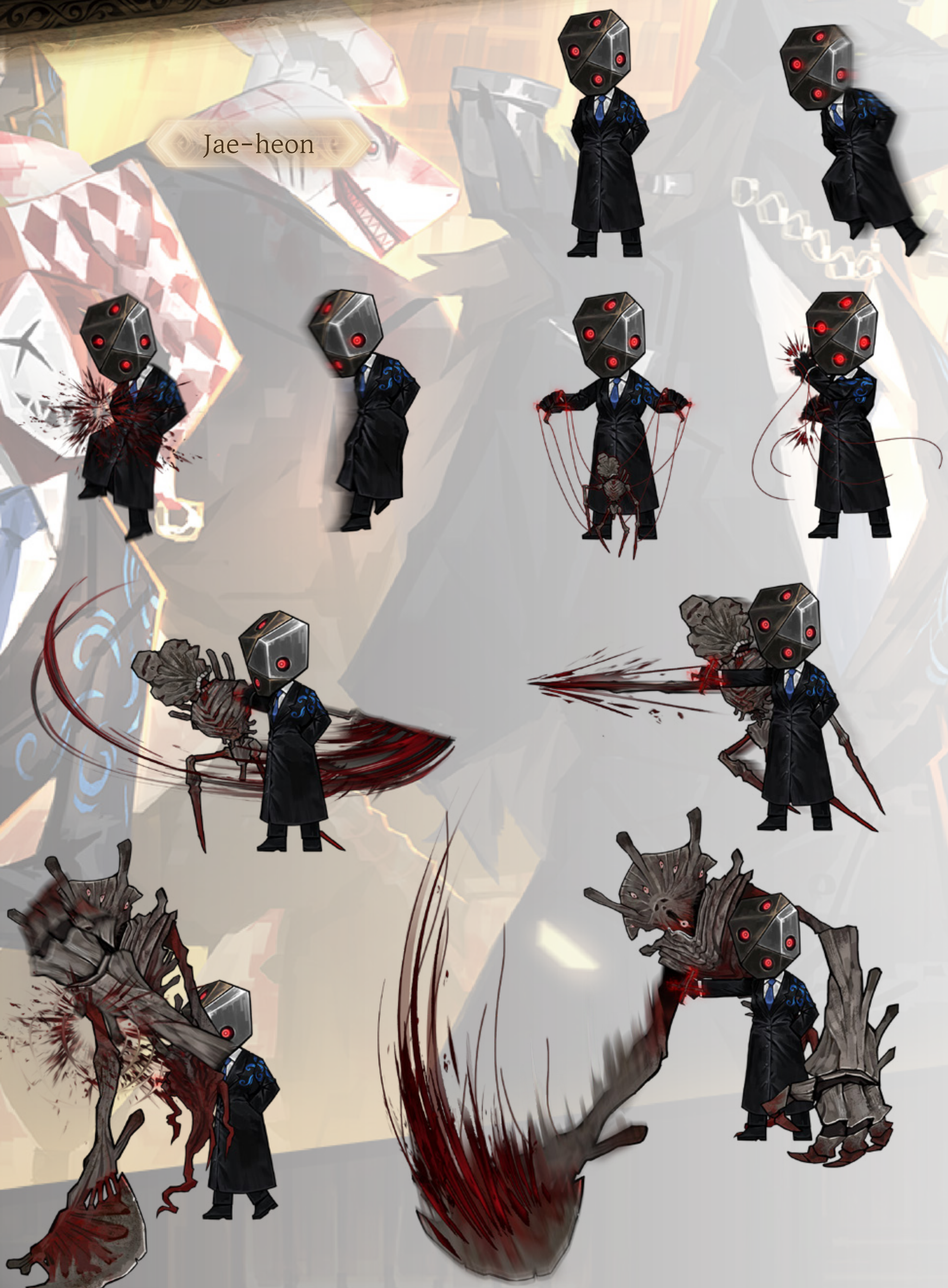
**LJH** Initially, I gave Puppet Angelica a sword from its artwork for its chibi sprites, but the director commented that it looked too light and asked for a heavier weapon. I designed it in a hurry due to the tight deadlines, but it thankfully got a pass.

**LYM** This is the part that features the shocking Angelica puppet. As Jae-heon is the puppeteer, he rarely jumps into action himself, mainly using counter dice. Thanks to that, playtesting his battle doubled as a test of my wits. The rolls of the puppets and the counter dice have been lowered a lot as a result ;—;

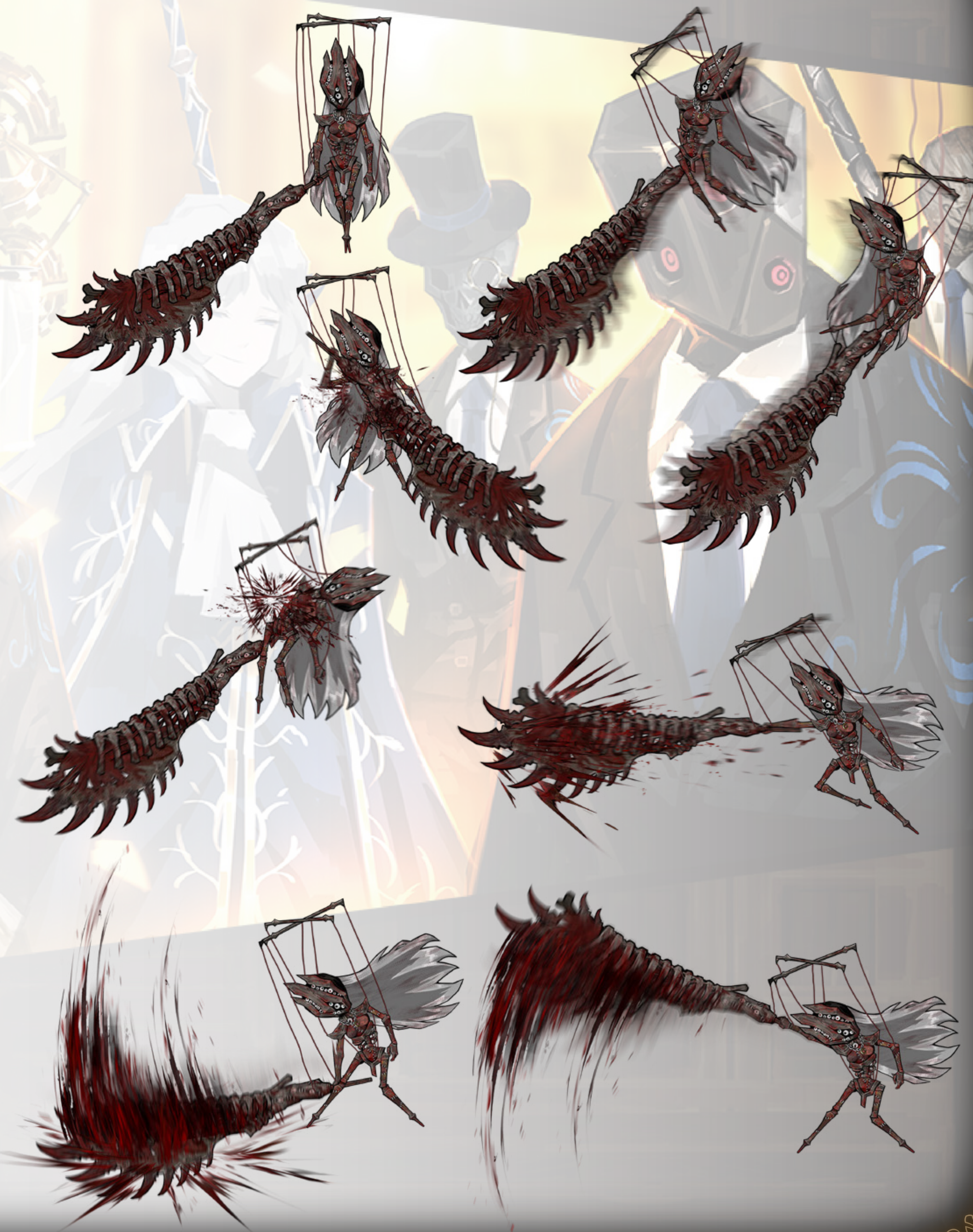
**KJY** There was a lot of consideration involved when I thought about the reason Jae-heon is so obsessed with puppetry. Usually, people are attracted to outward beauty, right? But I didn't see Jae-heon as someone who would be attached to the appearance of his puppets, even if the loss of his son gravely affected him.
On another note, I envisioned that Jae-heon's son wasn't related to his father by blood. In the backstory I pictured, he found a kid abandoned in the Backstreets and brought him home. It was a rather reckless and impulsive decision, but I don't think it's one he would regret.

# The Puppeteer

**Jae-heon**



**Puppet Angelica**



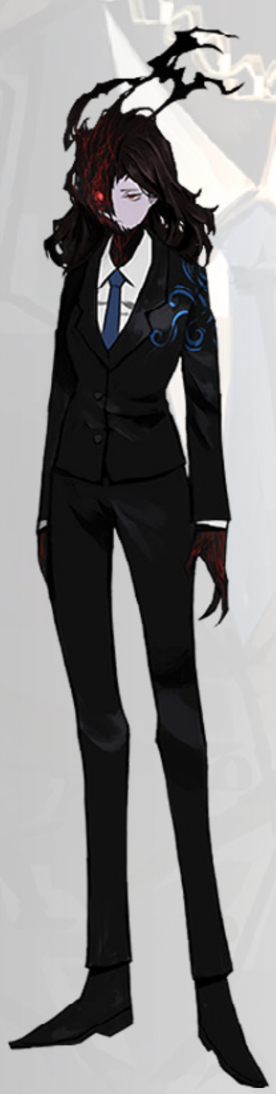
# Blood-red Night

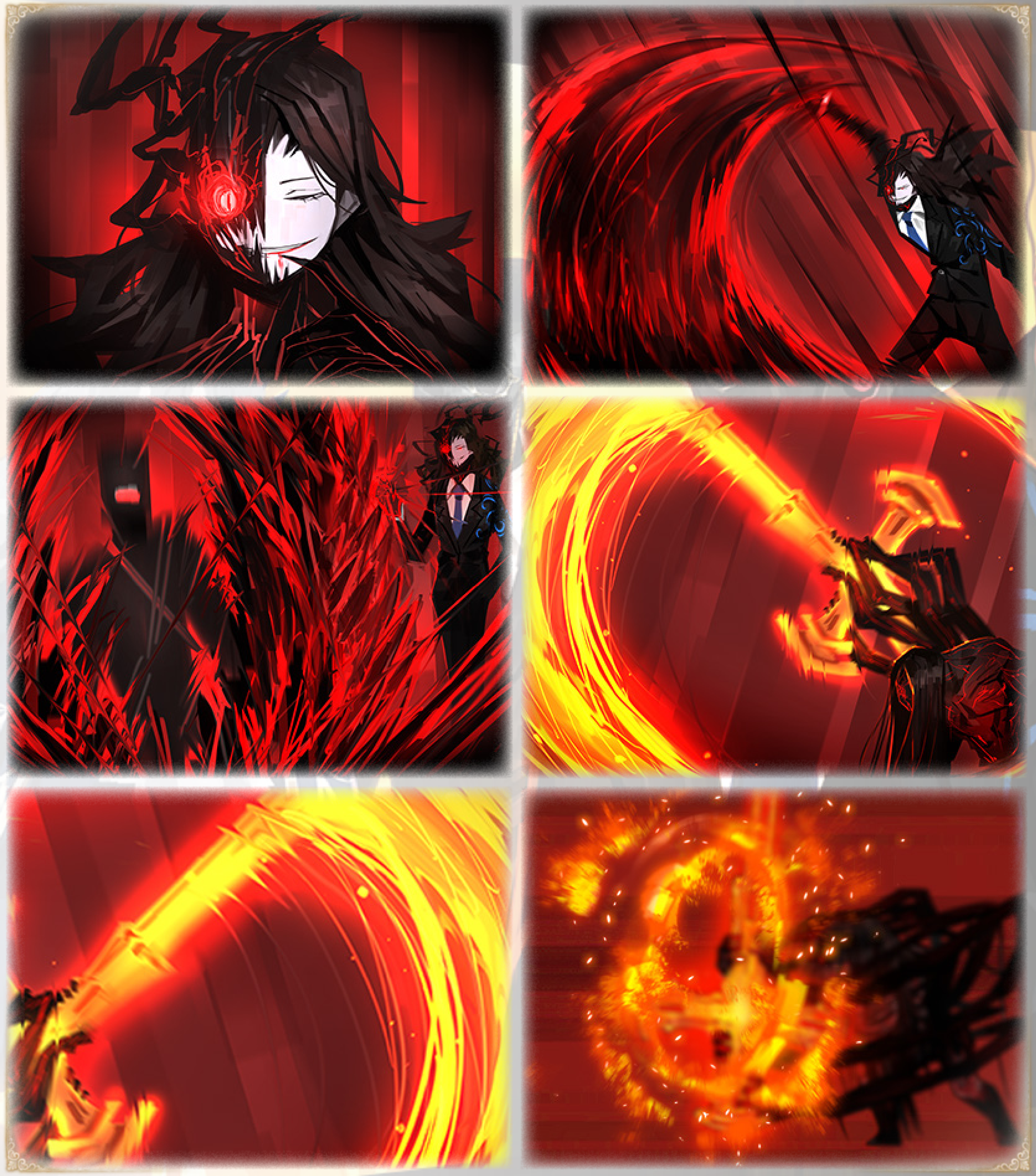
## Elena 엘레나

**VA** Yun Ayeong (윤아영)

| | |
|---|---|
| Age | ??? |
| Gender | Female |
| Height | 172cm (~5'8") |
| Birthday | June 16th |
| Personality Traits | Cunning · Cynical<br>Freewheeling |
| Title | The Blood-red Night |
| Hobbies | Napping |
| Specialties | Hunting |
| Likes | Anything that can quench the thirst |
| Dislikes | Sacrifice · The Thirst |

We're humans just like you.
We just look a bit different.





## Developer's Notes

**KES** I was fascinated by how our artists portrayed Elena. I was imagining stuff like an unperturbed gaze or a vampiric aura··· And I think they depicted her features wonderfully. :)

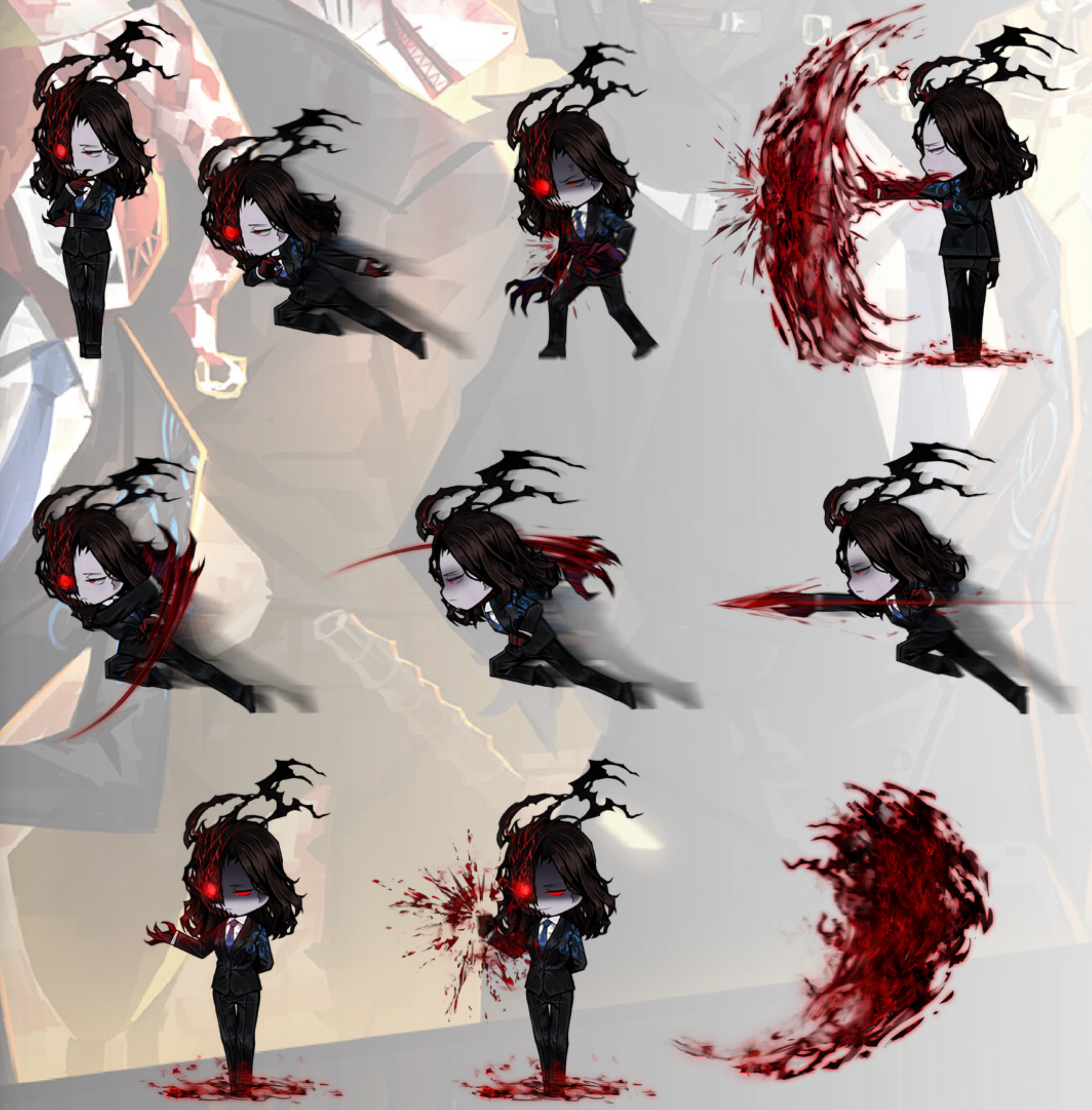
**LJH** When we were deciding who should work on each of the Ensemble members' chibi sprites, I told the director that I wanted to take on Elena. Not just because I liked Elena, but also because I thought I'd be able to cut time spent on effects by utilizing the resources I'd worked on before. Gotta use the time you have efficiently!

**KJH** I like the concept of vampires forming a hidden society in an urban setting as writing material. Blood is the medium through which Elena controls her victims and reconstructs their flesh. The residents of Love Town including Tomerry had their blood and flesh fused by her power.

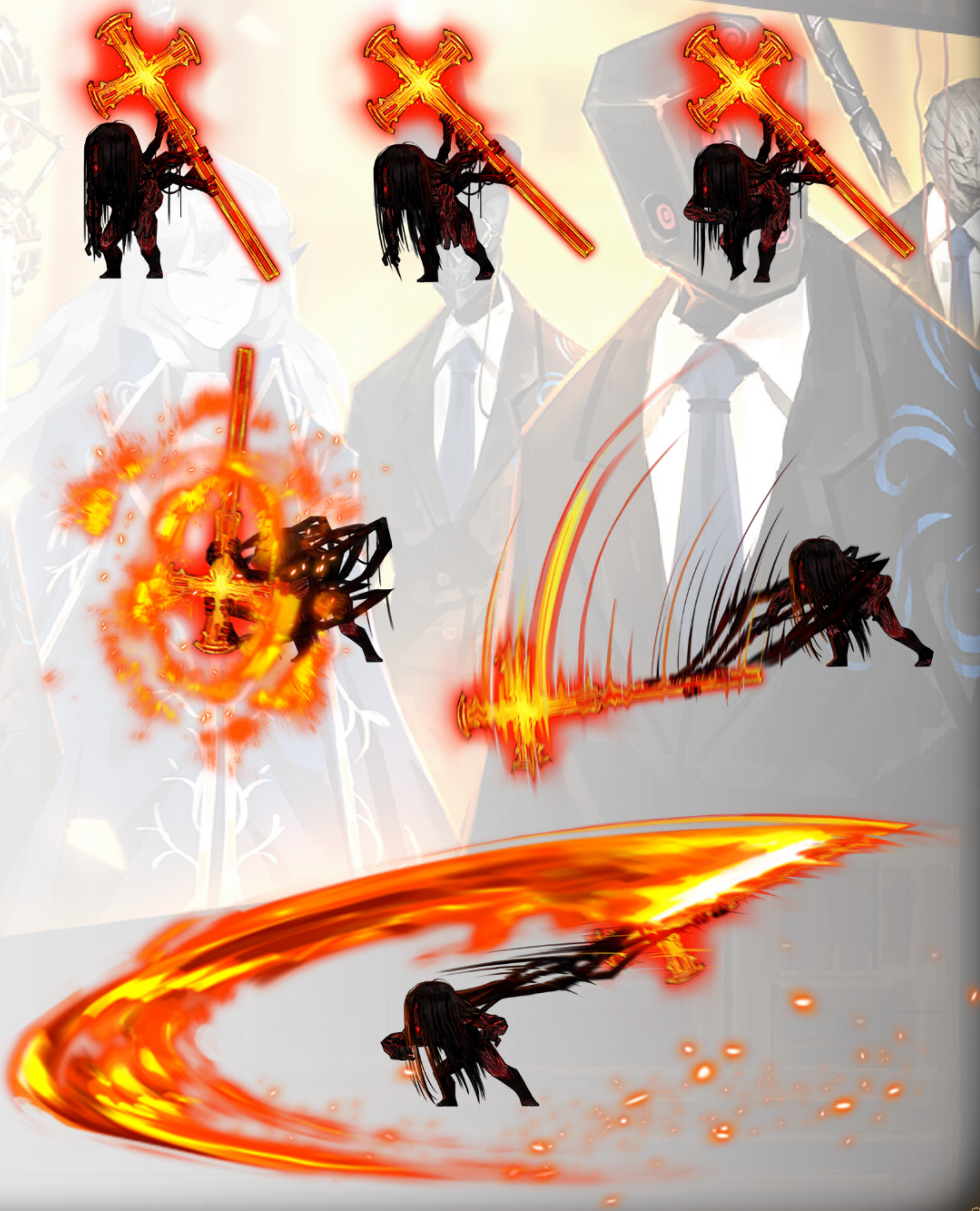
**KJY** Elena probably wasn't so ruthless in the beginning. Perhaps the inner conflict she faced at first was stifling herself for a long time, and the emotional baggage that accumulated over time ended up twisting and distorting.

# Blood-red Night

Elena



The Vermilion Cross



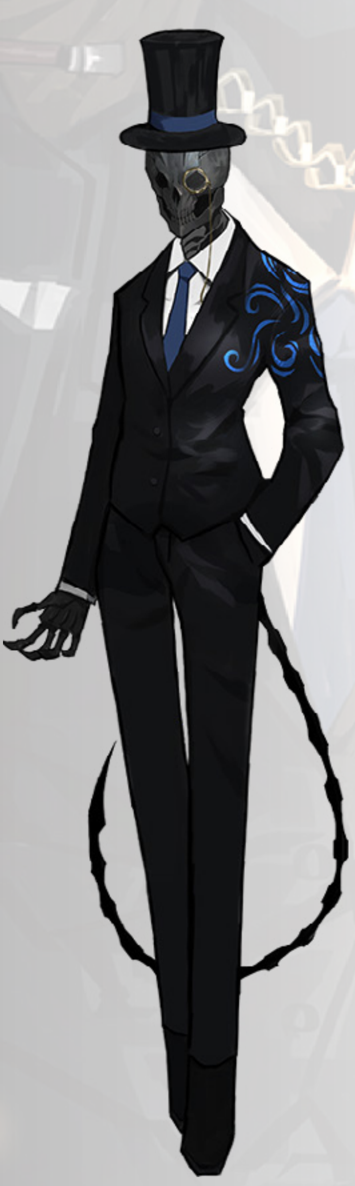
# Yesterday's Promise

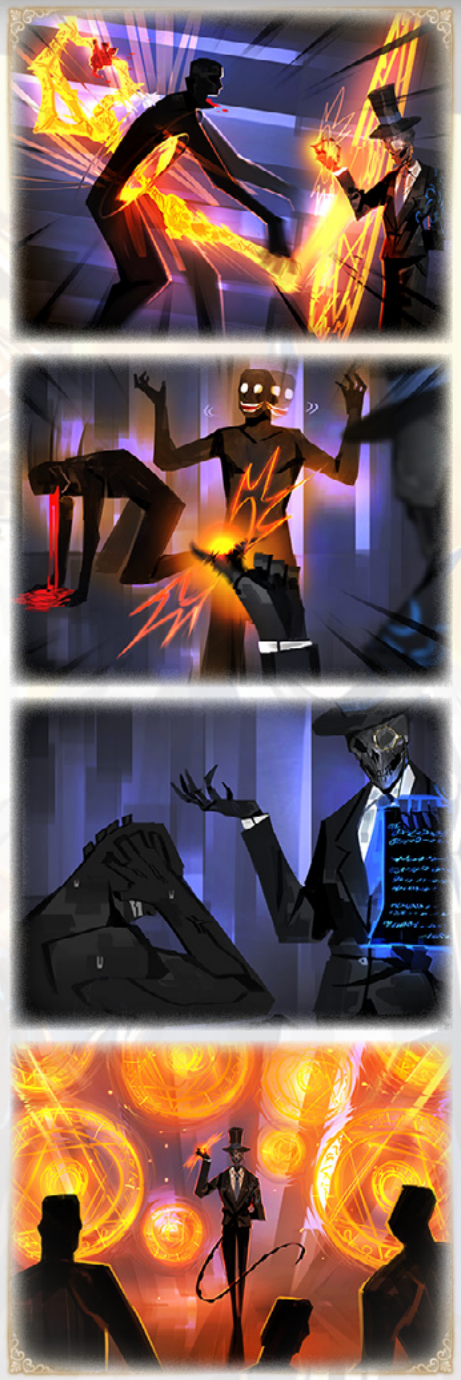
## Pluto 플루토

VA Kwon Seong-hyeok (권성혁)

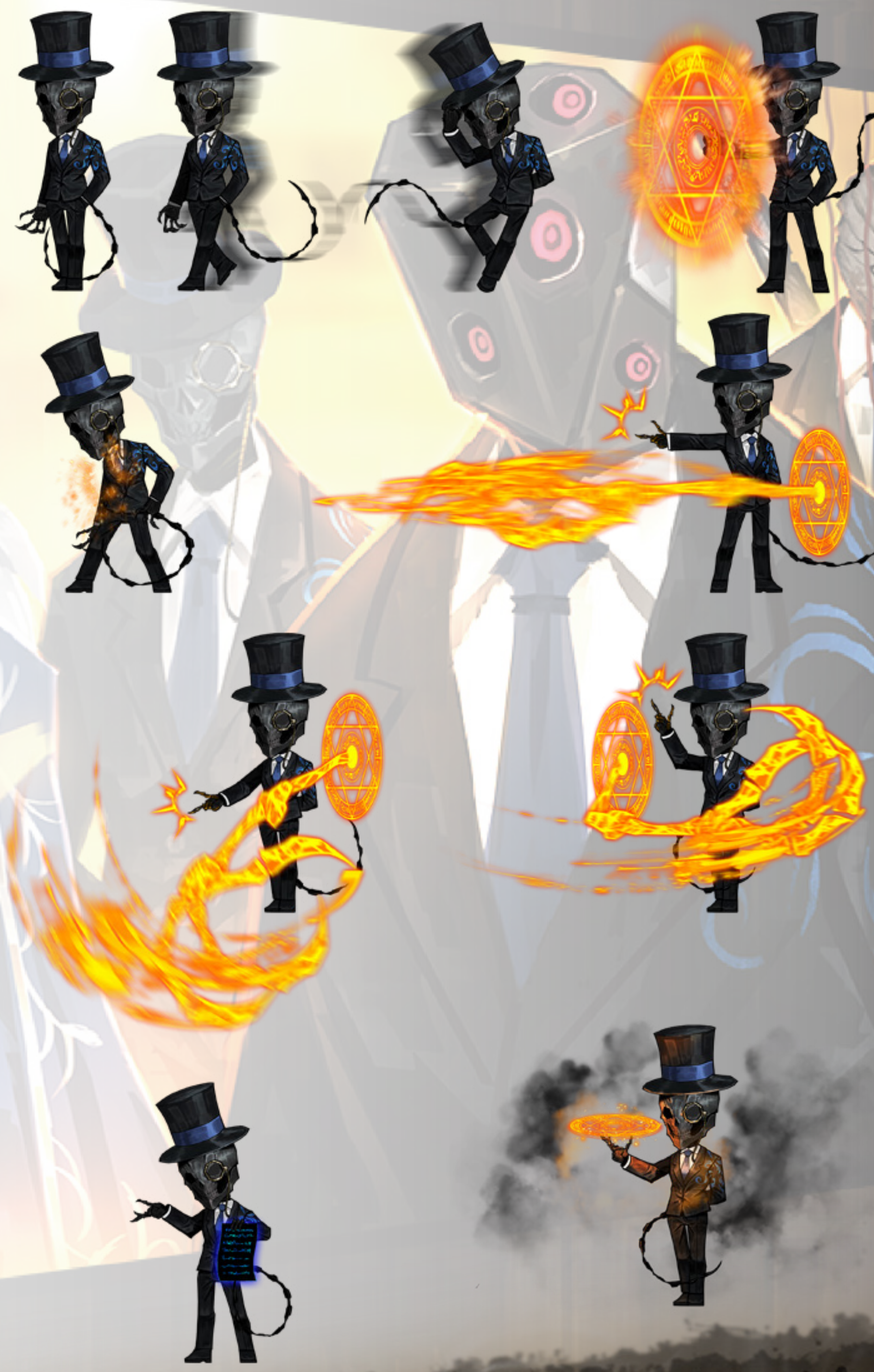
| | |
|---|---|
| Age | 43 Years |
| Gender | Male |
| Height | 184cm (~6'0") |
| Birthday | May 11th |
| Personality Traits | Well-mannered · Skeptical<br>Inflexible |
| Title | Yesterday's Promise |
| Hobbies | Does not believe in the hobbies he has |
| Specialties | Manipulation · Trickery |
| Likes | Does not believe in his preferences |
| Dislikes | Does not believe in his preferences |

If I can close my eyes and open them again
to a new world forever devoid of lies···
I will readily believe in him.





## Pluto



## Developer's Notes

**LYM** Early in the planning stage, I racked my brain thinking about what Pluto's magic really is. Magic is such a convenient concept to bring to any direction··· After giving it a fair bit of thought, I planned the battle around paper contracts and magic circles that were featured earlier in the story. For the contracts' abilities, I designed them as key pieces to support the dream decks I've always wanted to try.

**KJH** He wields magic through the obligation and debt of contracts. The capacity of his magic is proportional to the complexity of the obligations and the substance of the price; a highly intricate contract can grant him nearly omnipotent powers. He can manipulate reality using the other party's willingness to keep their voluntary promise and desire for wishes to come true as resources.

**KJY** This is kind of random, but when I lie down and get lost in thought, I sometimes feel this sense of alienation that makes me think: "What if all of this is just an illusion?" Maybe I'm just seeing what I want to see··· What if the world I know is gone when I open my eyes again···? Am I actually lying on the streets and not at home? I've got all sorts of imaginations like that. That was a helpful reference for writing Pluto's story.

I remember receiving voice samples recorded in various tones for his voiceover. A young voice, a sly voice, a foxy one, and a stern one··· At first, I expected his tone to be cold and rigid, but in the final iteration, Pluto's voice is that of a dapper devil with a gentlemanly bearing. The scammed Fixer shown in one of Roland's flashbacks is indeed Pluto. The members of the Reverberation Ensemble are related to Roland in one way or another.

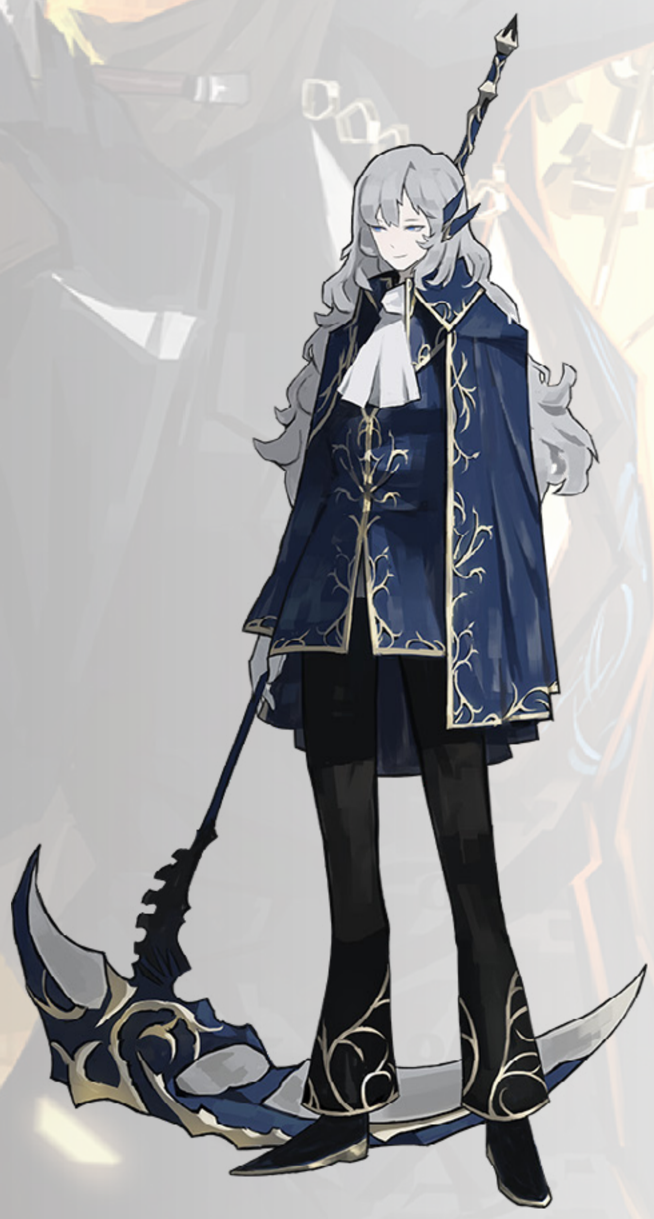
# The Blue Reverberation

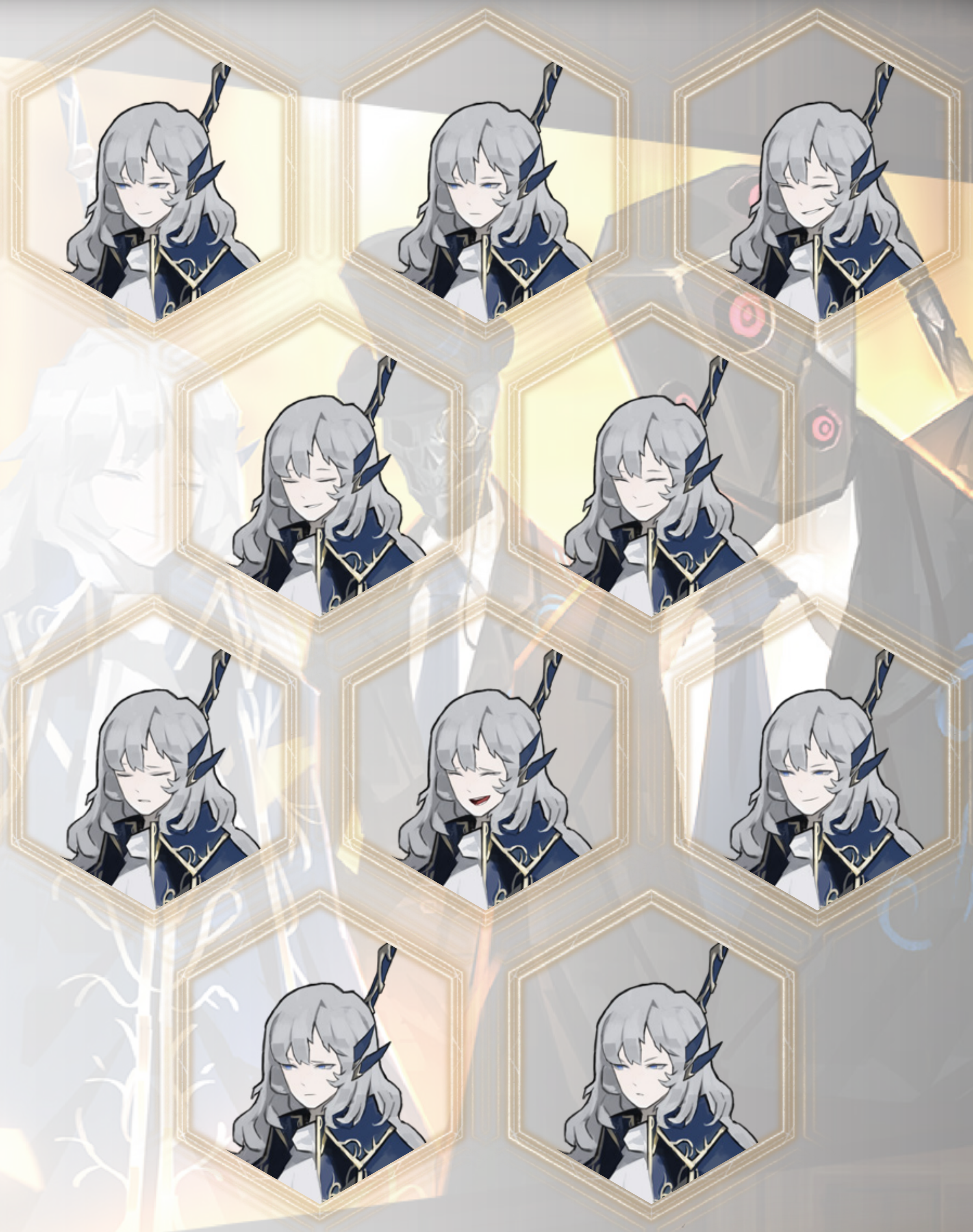
## 아르갈리아 Argalia

**VA** Hwang Chang-yung (황창영)

| | |
|---|---|
| Age | 39 Years |
| Gender | Male |
| Height | 183cm (~6’0”) |
| Birthday | January 1st |
| Personality Traits | Creative · Conniving · Faulted |
| Grade | ~~Grade 1 Fixer~~<br>~~Color of the Blue Reverberation~~ |
| Hobbies | Piecing together blank jigsaw puzzles |
| Specialties | Command of Language · Perfect Pitch · Cursive Handwriting |
| Likes | Nothing in particular |
| Dislikes | Silence · Confined Spaces |

The song of this City
is approaching its coda···
And you have your stories to keep, don’t you?





## Developer’s Notes

**JHR** Making a symbol for him was quite a tricky task. As he plays a vital role in the scenario, I wanted to make his symbol look good to match his importance, but matching the shape of a scythe with the feel of a reverberation wasn’t as simple as I’d thought. It’s one of my works that I still hold regrets about.

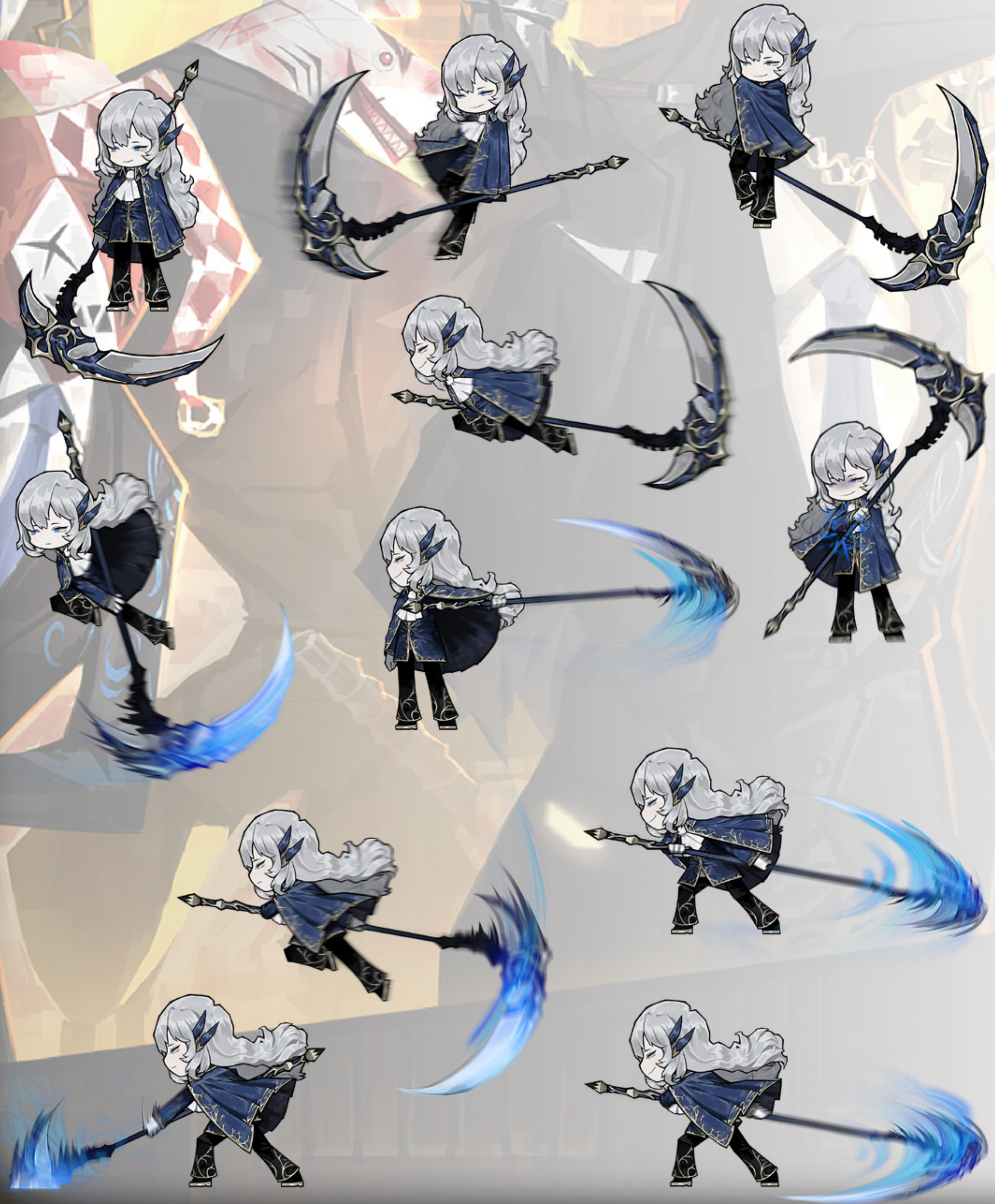
When I first read the exchange in the Purple Tear’s episode and saw Argalia turn the previously calm conversation around with “Your son died more than 40 years ago”—a line showing his deranged and caustic side—I got so excited for the voiceover of that part. I was curious to know how the elaborate tension would be conveyed. The voice actor’s passionate delivery struck me with awe.

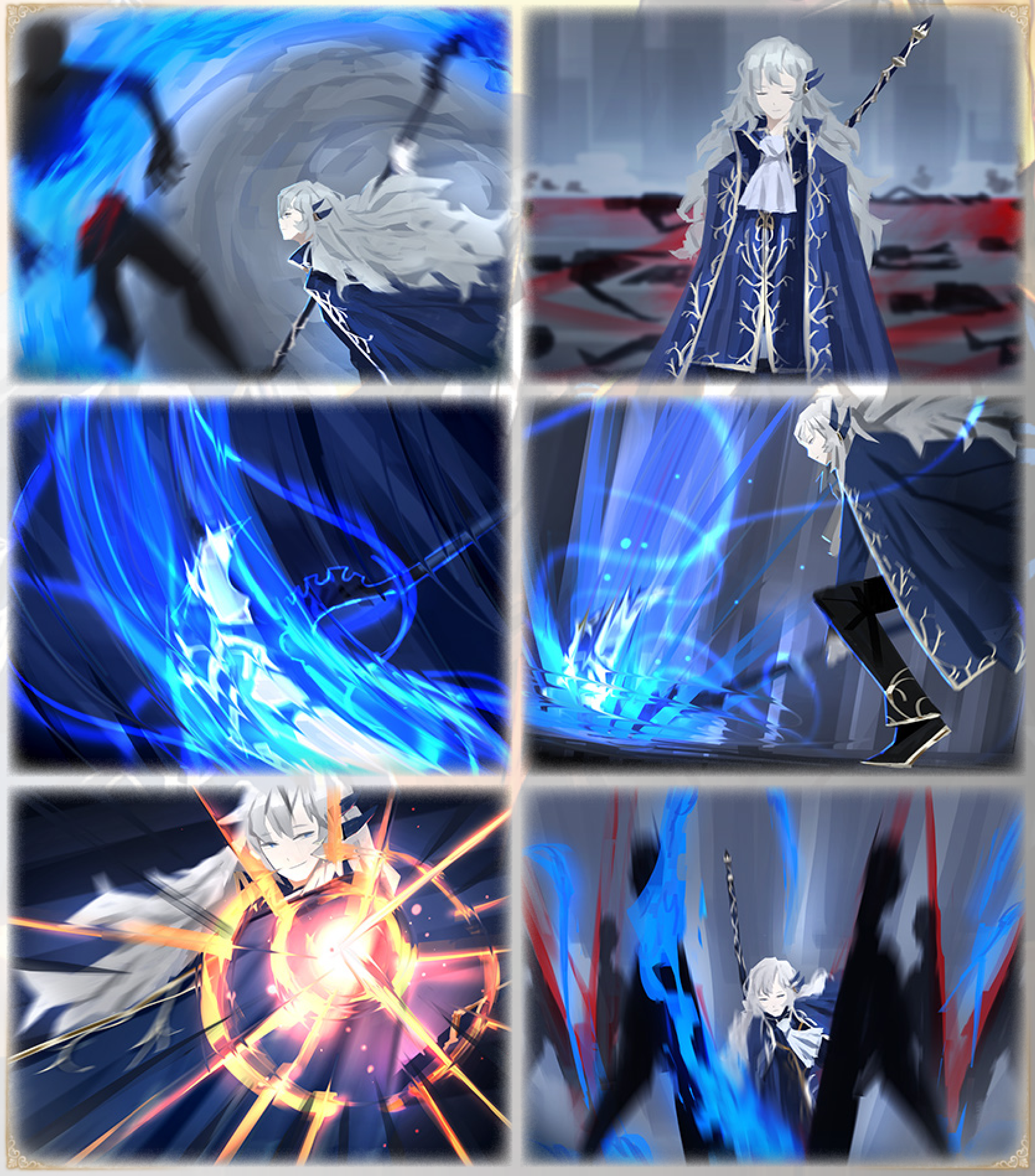
**KJH** He uses a scythe that resonates at exceedingly high vibration frequencies. In the Blue Reverberation’s wake, small vibrations remain like an echo. I enjoy how the word ‘잔향’ [janhyang] contains two meanings: a reflection of sound waves [from 殘響], and a residual aroma [from 殘香]

**KJY** Argalia and Angelica are twins. One was born on December 31st, and the other, January 1st. Their birth flowers are the false cypress and the snowdrop, each synonymous with “immortality” and “hope” in the language of flowers. Funnily enough, these synonyms fit the opposite siblings better. His nickname ‘Uberto’ was taken from the false name Angelica gave Argalia to hide his identity in the original novel [Orlando Innamorato]. In this game, it was used as his false name in the laboratory. Oh, and the name also means “to enrich”. Argalia thought the name was uninspired, though.

# The Blue Reverberation

## Argalia





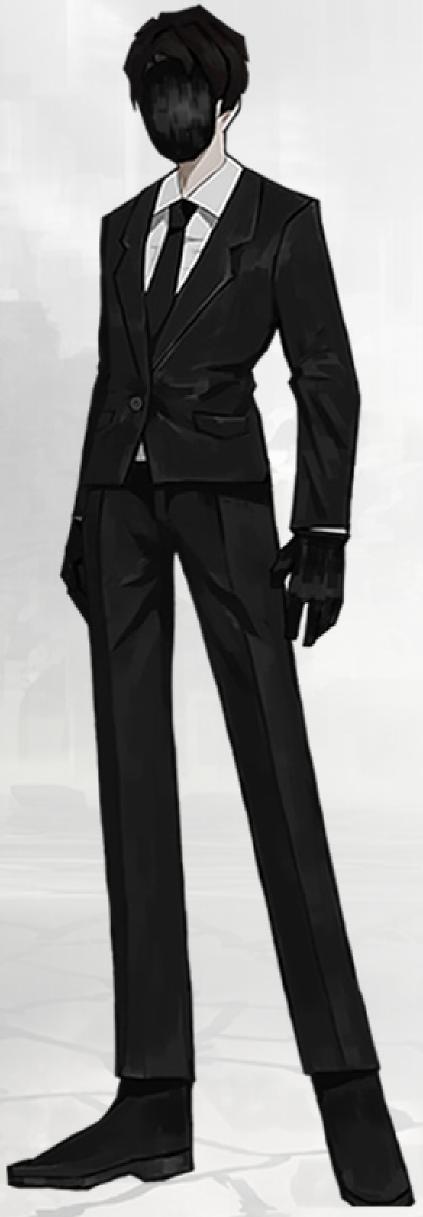
# The Black Silence

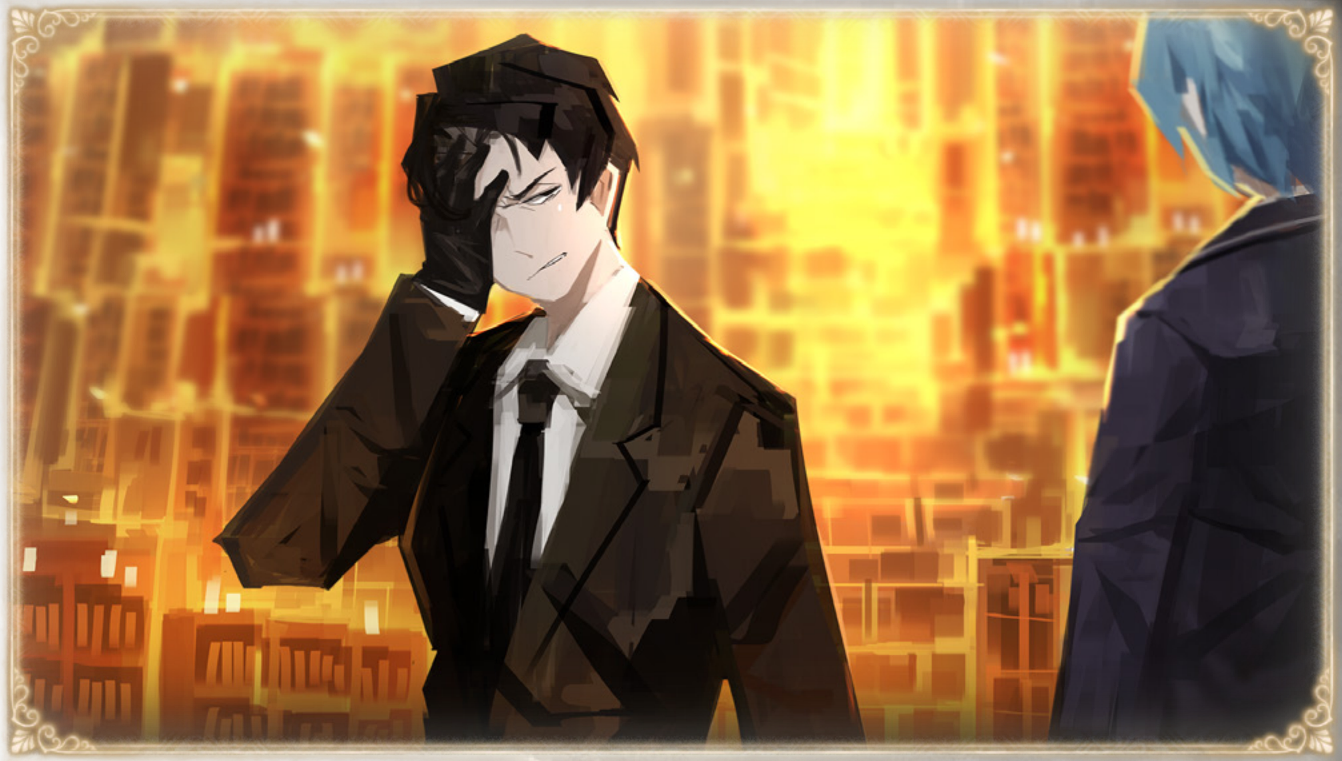
## The Black Silence 검은침묵

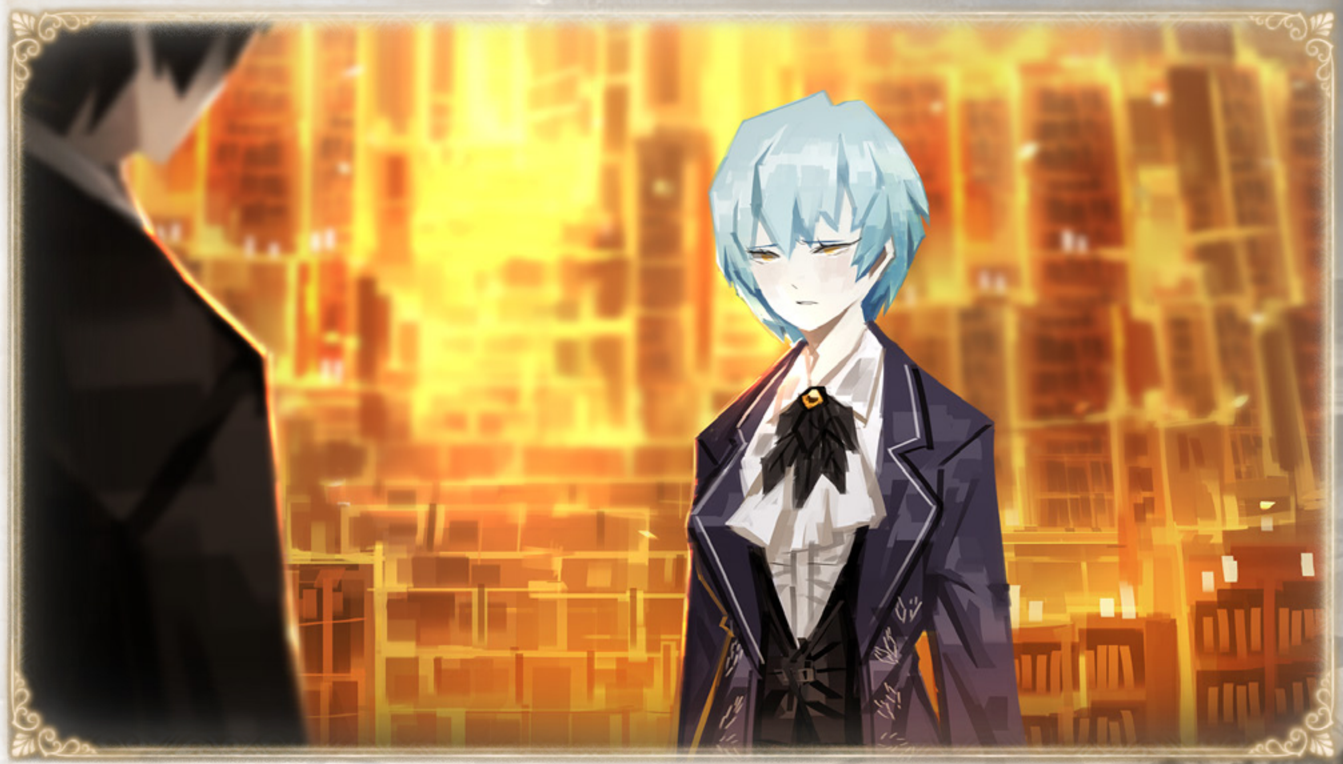
**VA** Son Soo-ho (손수호)

| | |
|---|---|
| Age | 33 Years |
| Gender | Male |
| Height | 178cm (~5'10") |
| Birthday | May 15th |
| Personality Traits | Vengeful·Lacking Certainty<br>Cold-blooded |
| Grade | … |
| Hobbies | … |
| Specialties | … |
| Likes | … |
| Dislikes | … |

So I want you to stop getting any funny little ideas
and stick to your desire
for freedom and vengeance.







## Developer's Notes

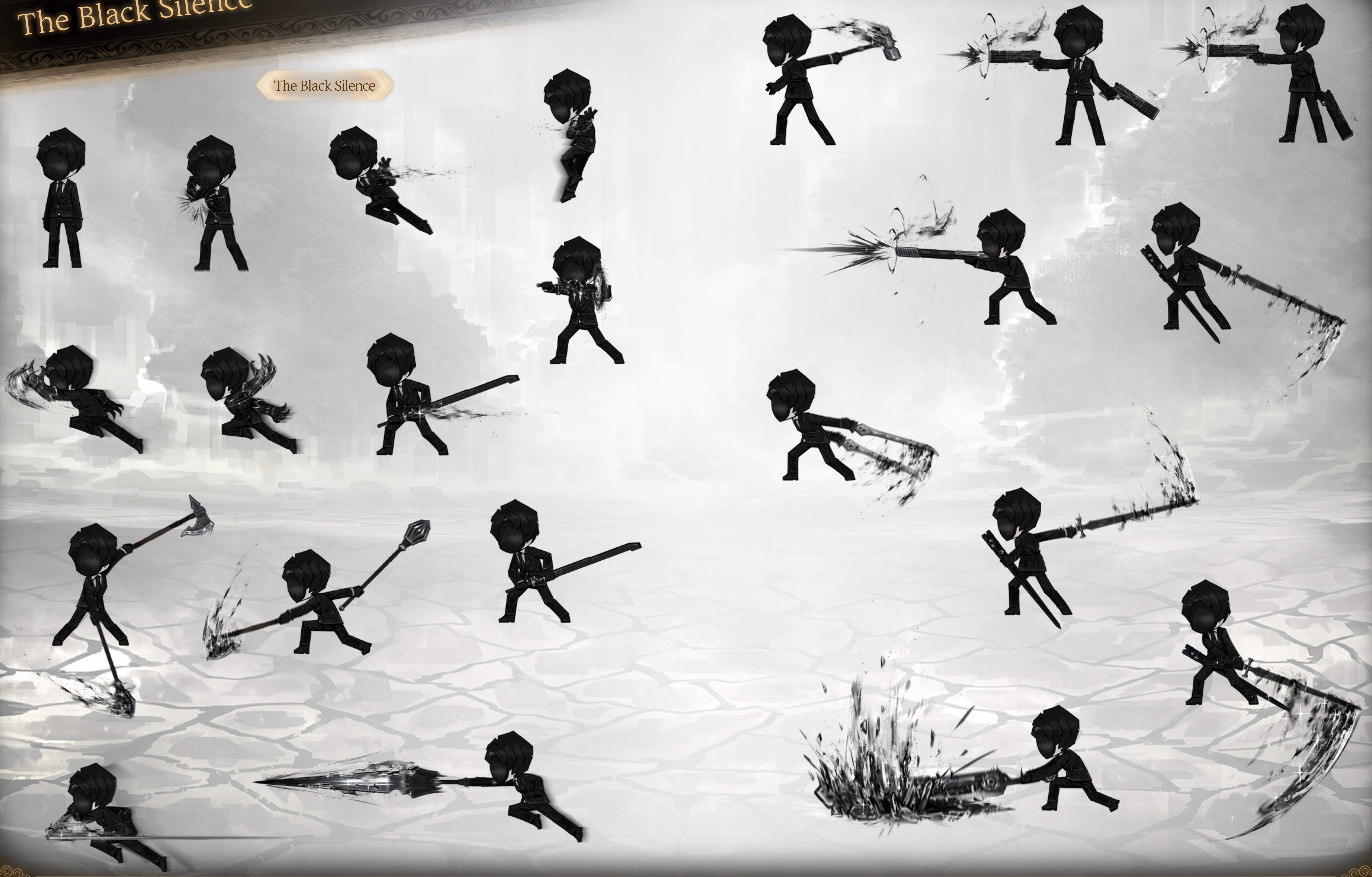
**KHN** For the phantom of Angelica, I was requested to make her poses seem like Roland's attempts to imitate her. The list of references included sprites of the Black Silence as made by another member of the team, too. I wanted to emulate a similar feeling in the way she faces her foes.

**LJY** Every act of this reception showed Roland's agonized struggle with his fixation on the past; it threw the programming team into an agonizing struggle with the numerous bugs… Still, I'm happy that the final-boss-like fight against the Black Silence turned out so cool!

**KJY** Roland was a character whose eyes were fixed behind in many ways. When he first ran into Salvador, he anxiously kept looking backward and left himself open for a surprise attack. But, there was one time in the past where Roland could look ahead, and the encounter with Angelica is what I think brought change to Roland's life. With Angelica gone now, he's regressed to watching behind and reminiscing about the past.

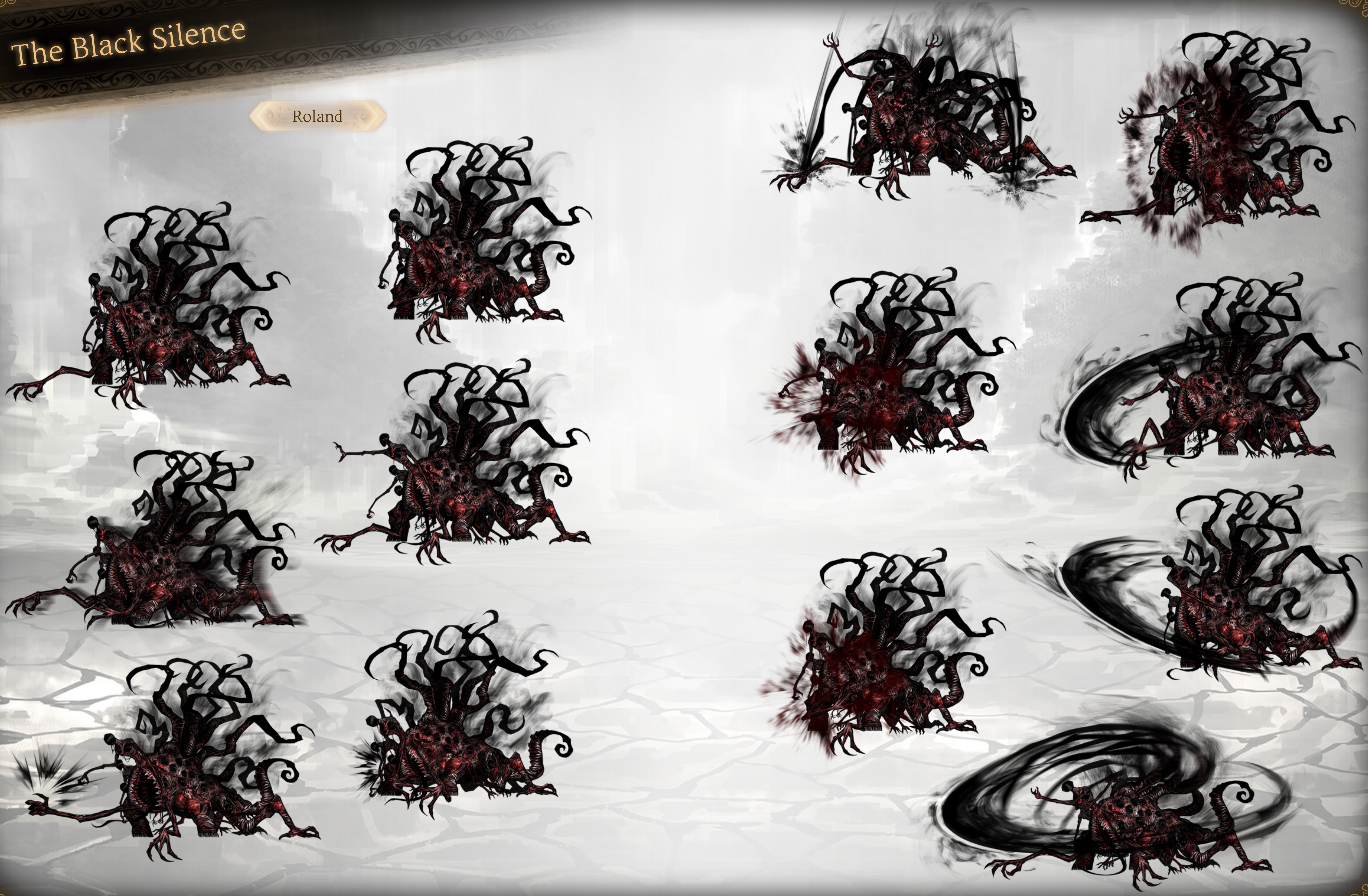
To Roland, Angelica is an angel that brought much pain as well as much happiness to him. Overcome with the grief of losing his angel, Roland wanders until he meets another angel: Angela is the source of Roland's suffering, but at the same time, she gives him a reason to keep on living by any means. I remember the artists at Mili explaining to us as they worked on the song that 'Gone Angels' expresses Roland's determination to kill that angel with his own hands and leave nothing behind.

# The Black Silence


The Black Silence

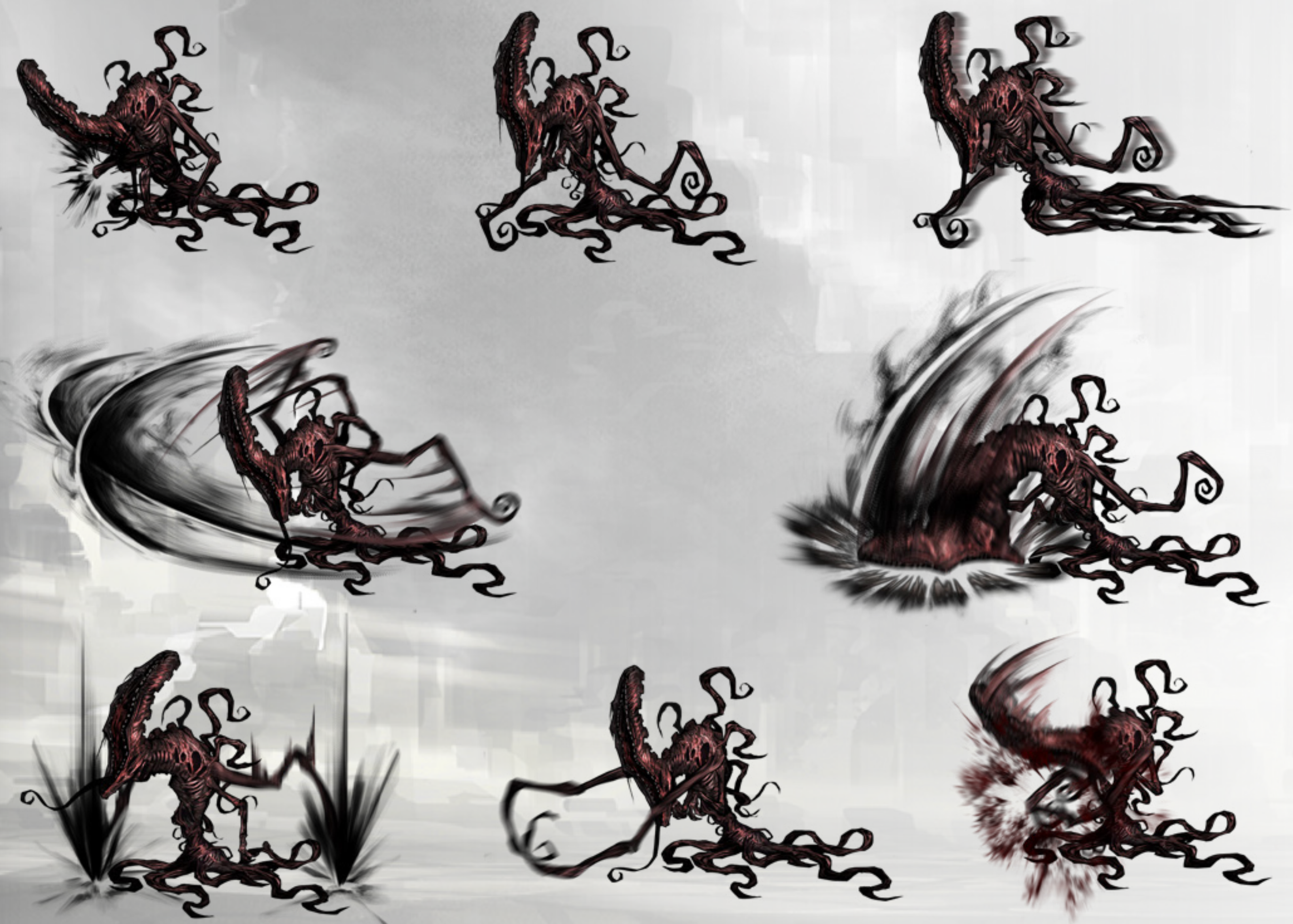
# The Black Silence

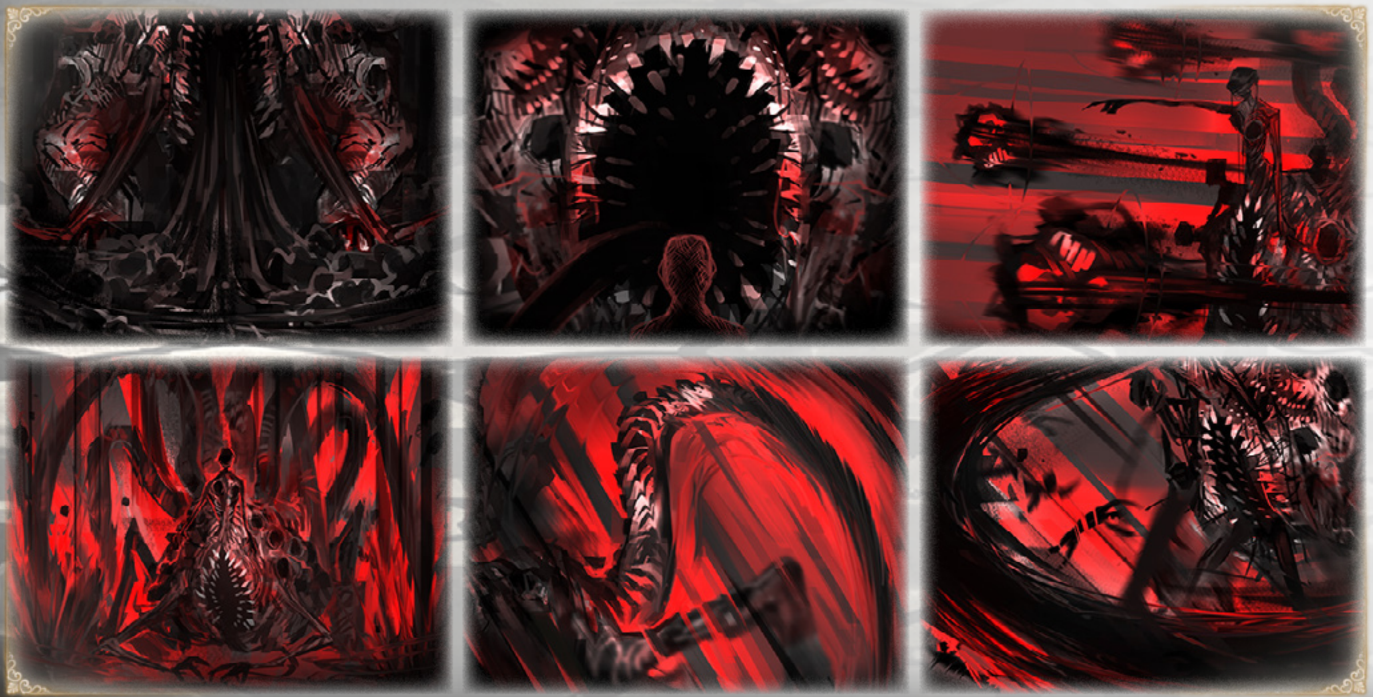
Roland

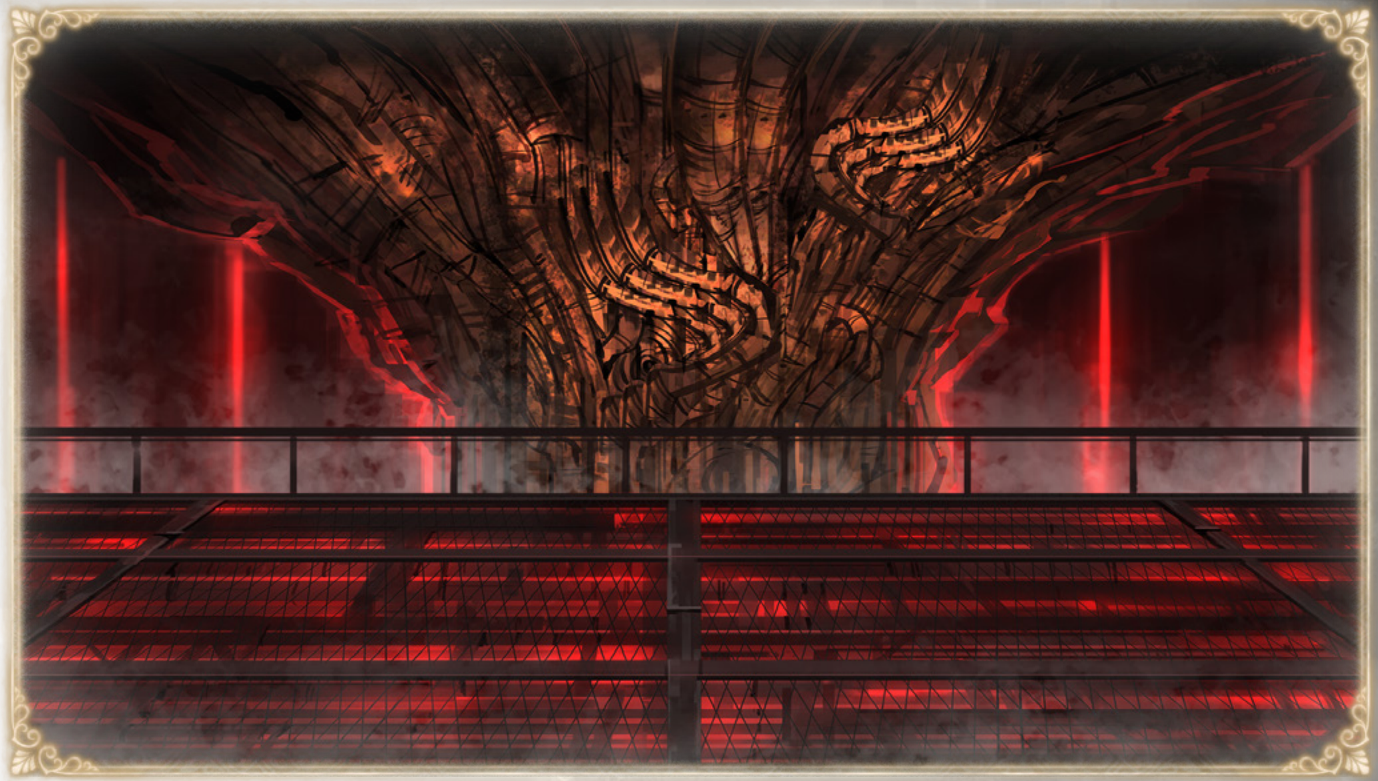


# The Black Silence

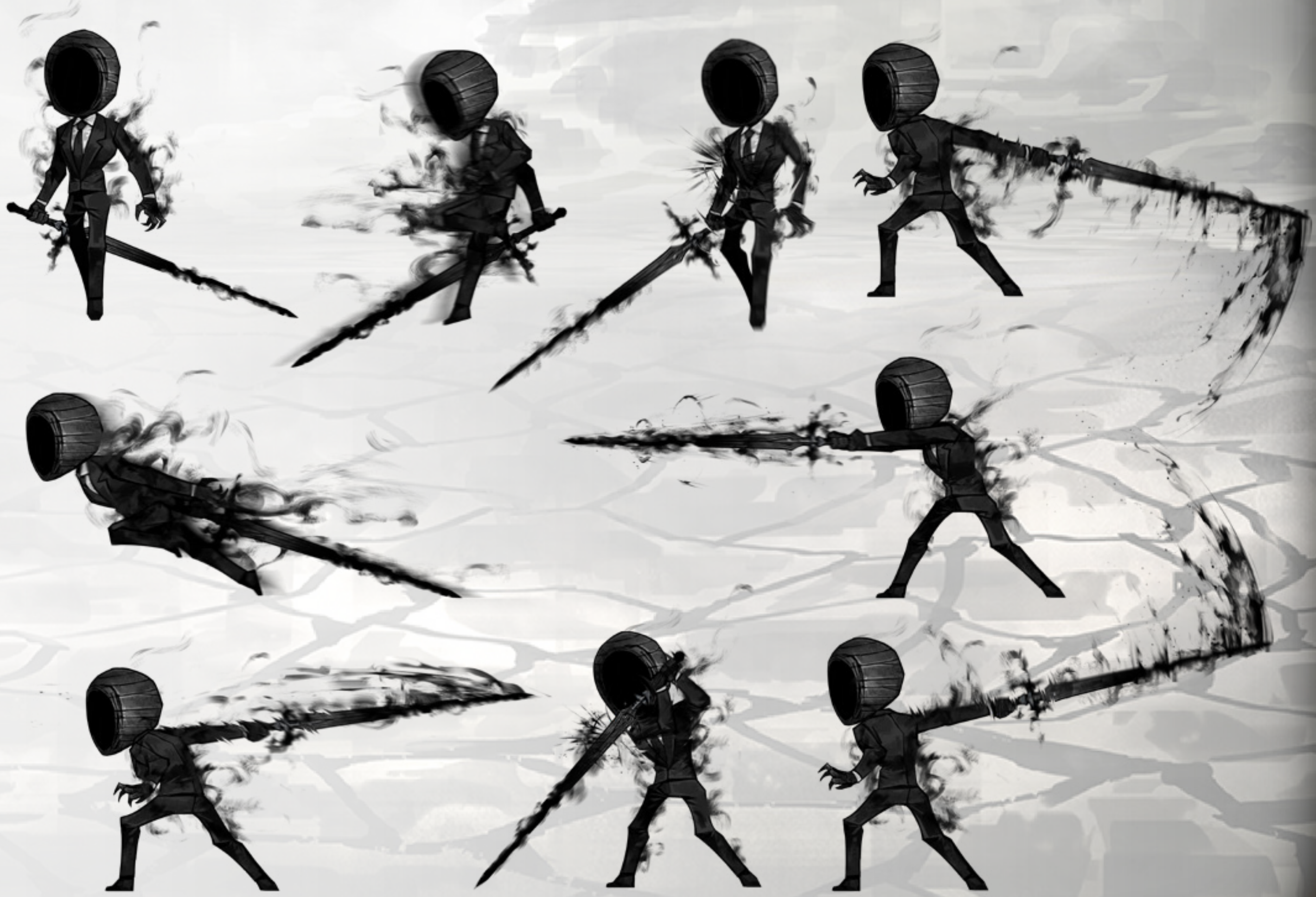
**Smouldering Byproduct**





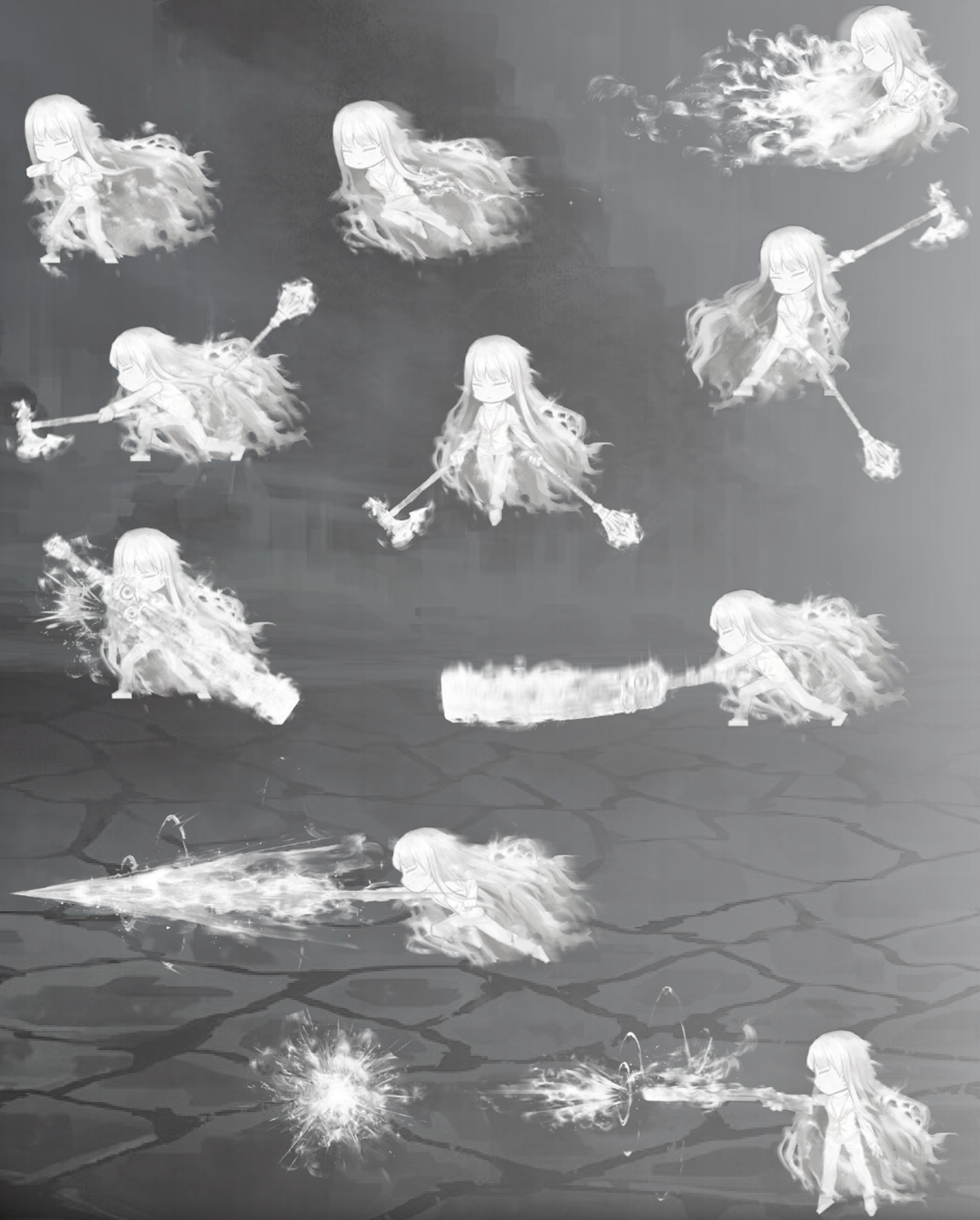


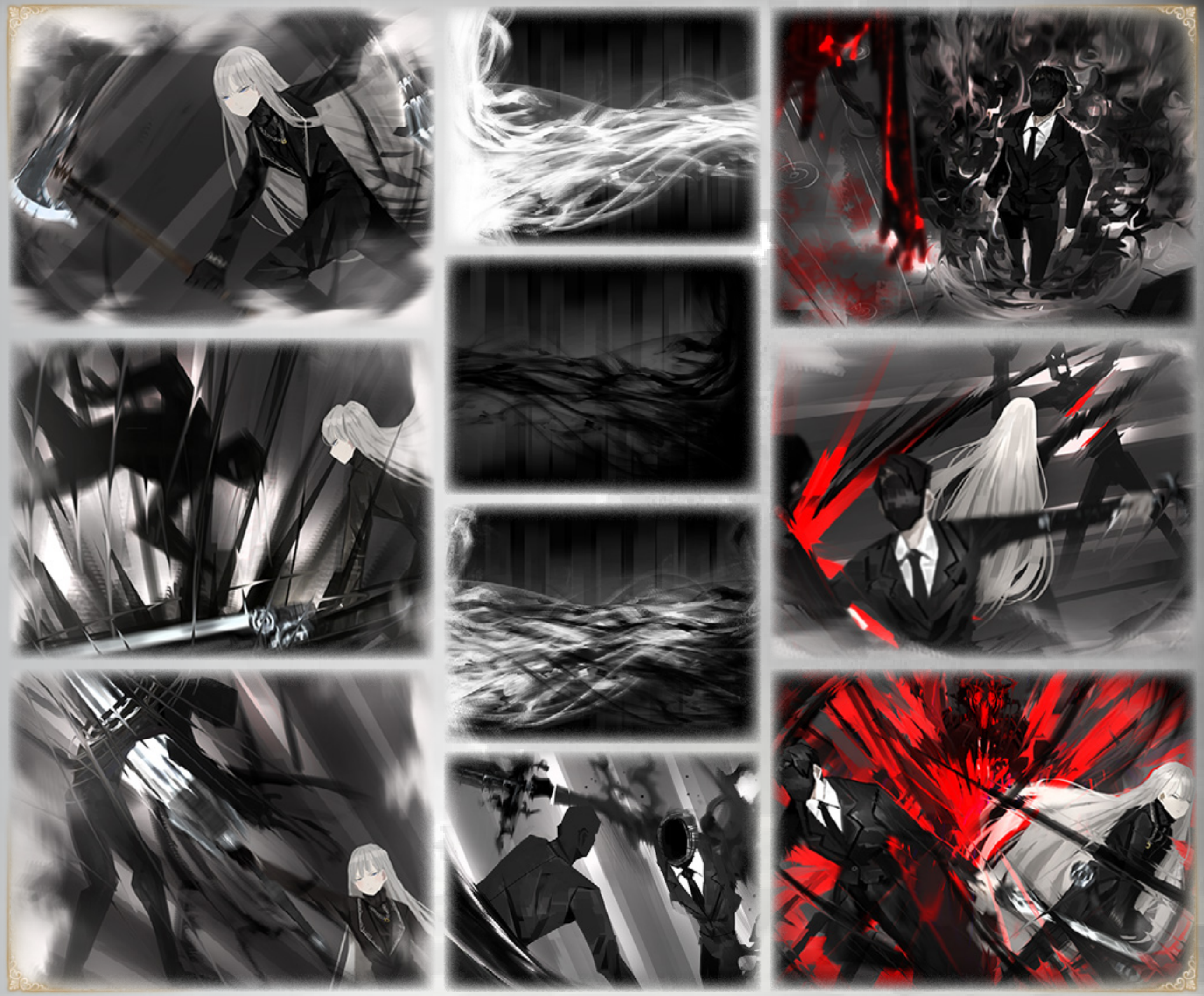
**Roland**

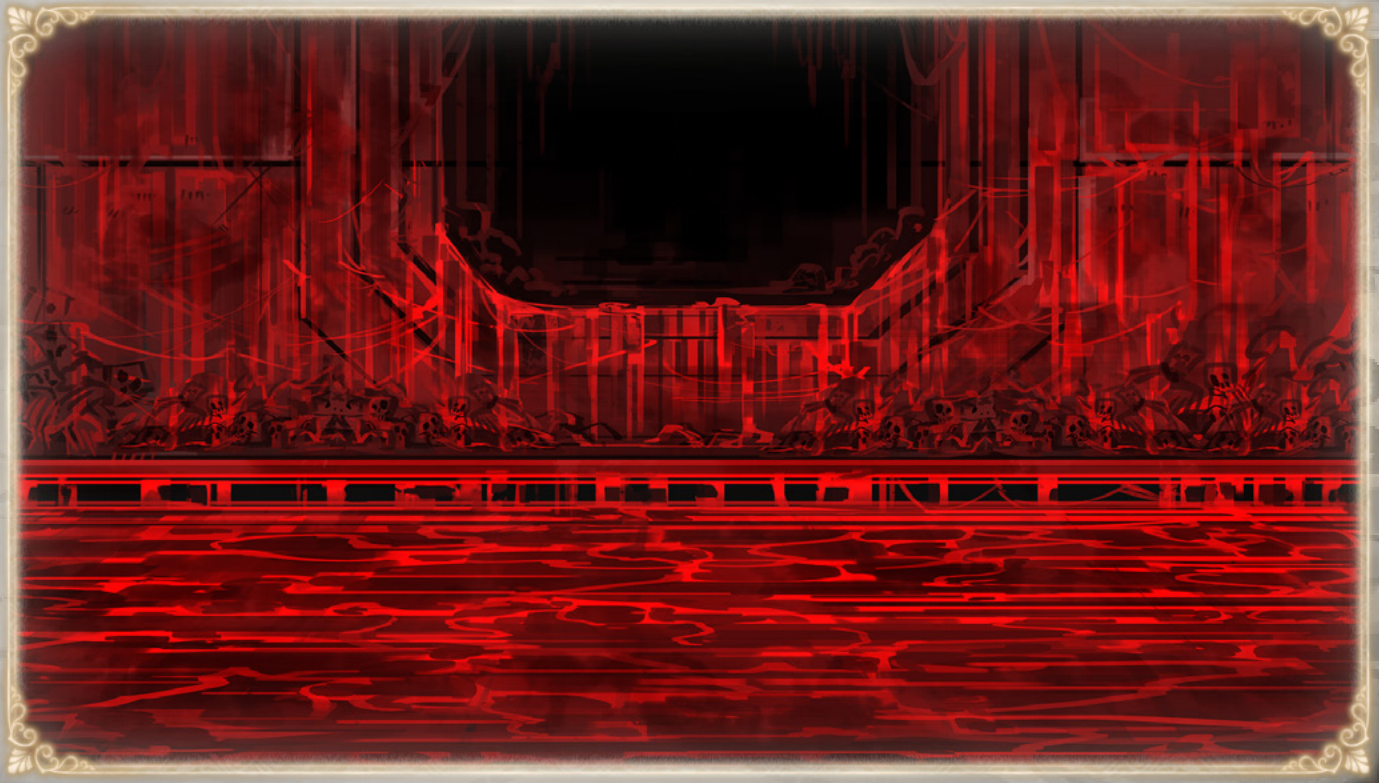


# The Black Silence

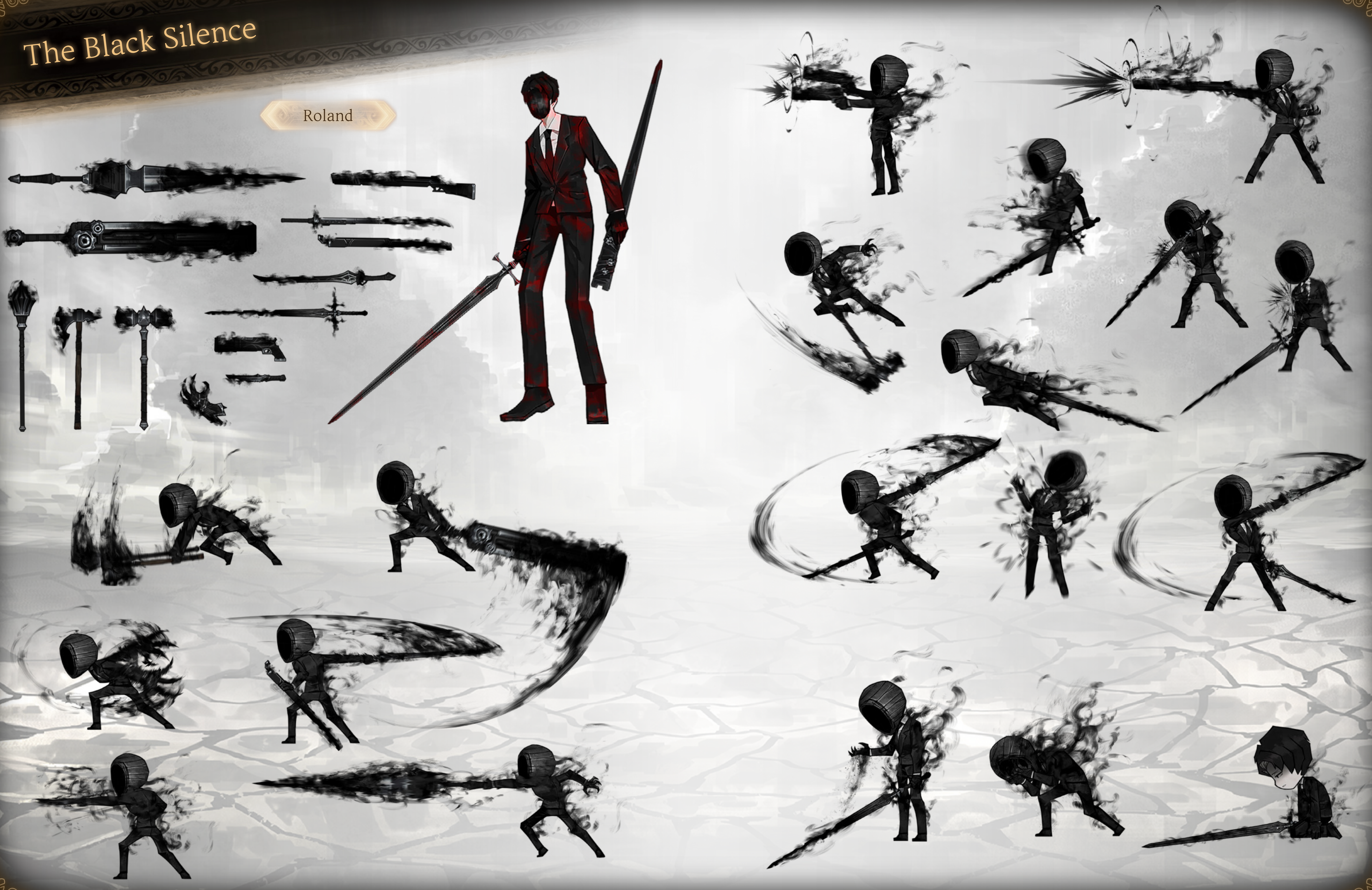
## Phantom of Angelica



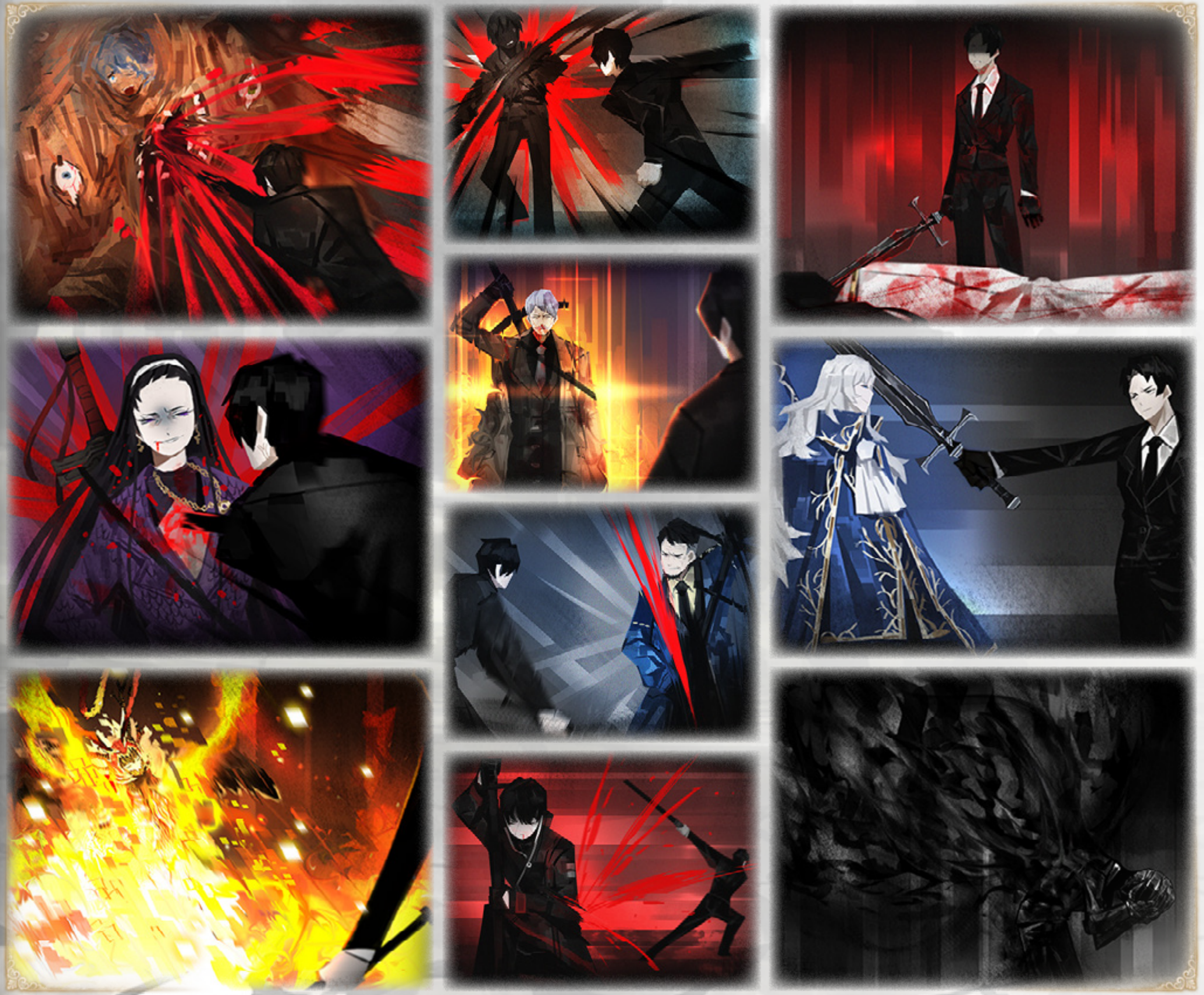


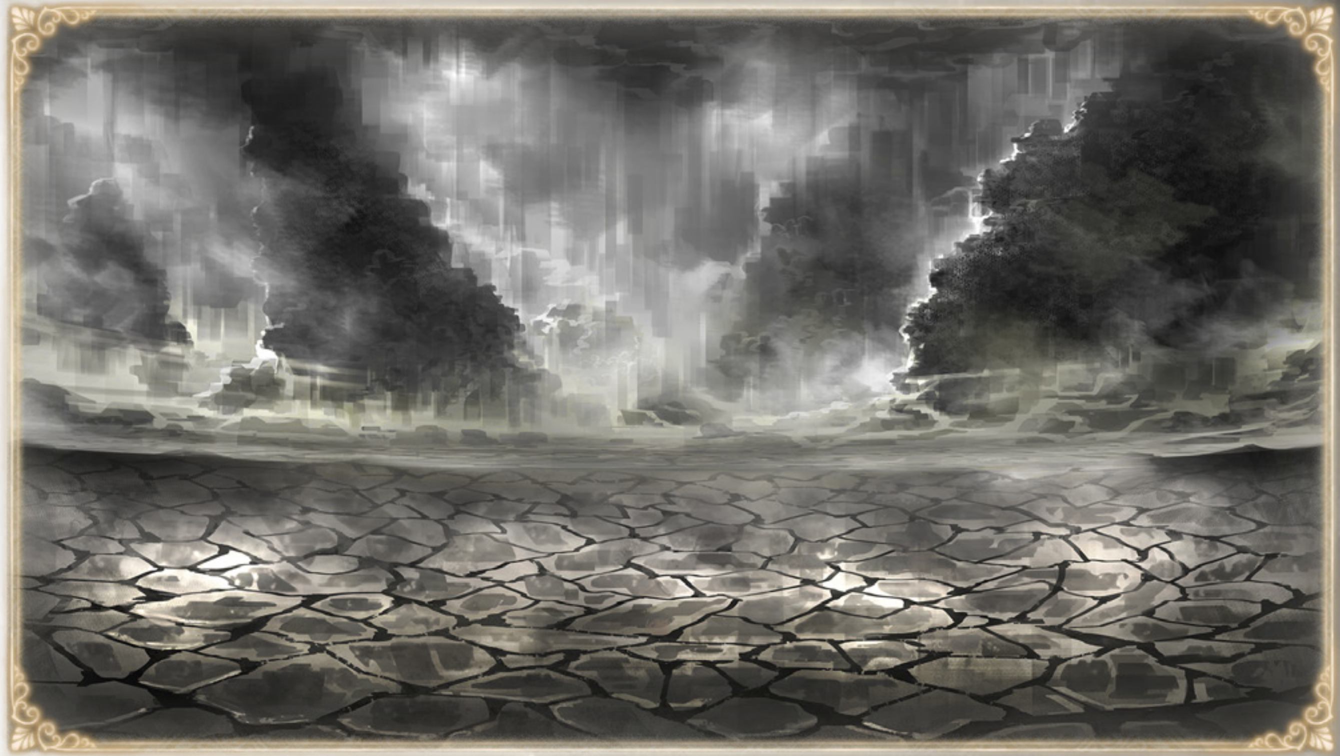


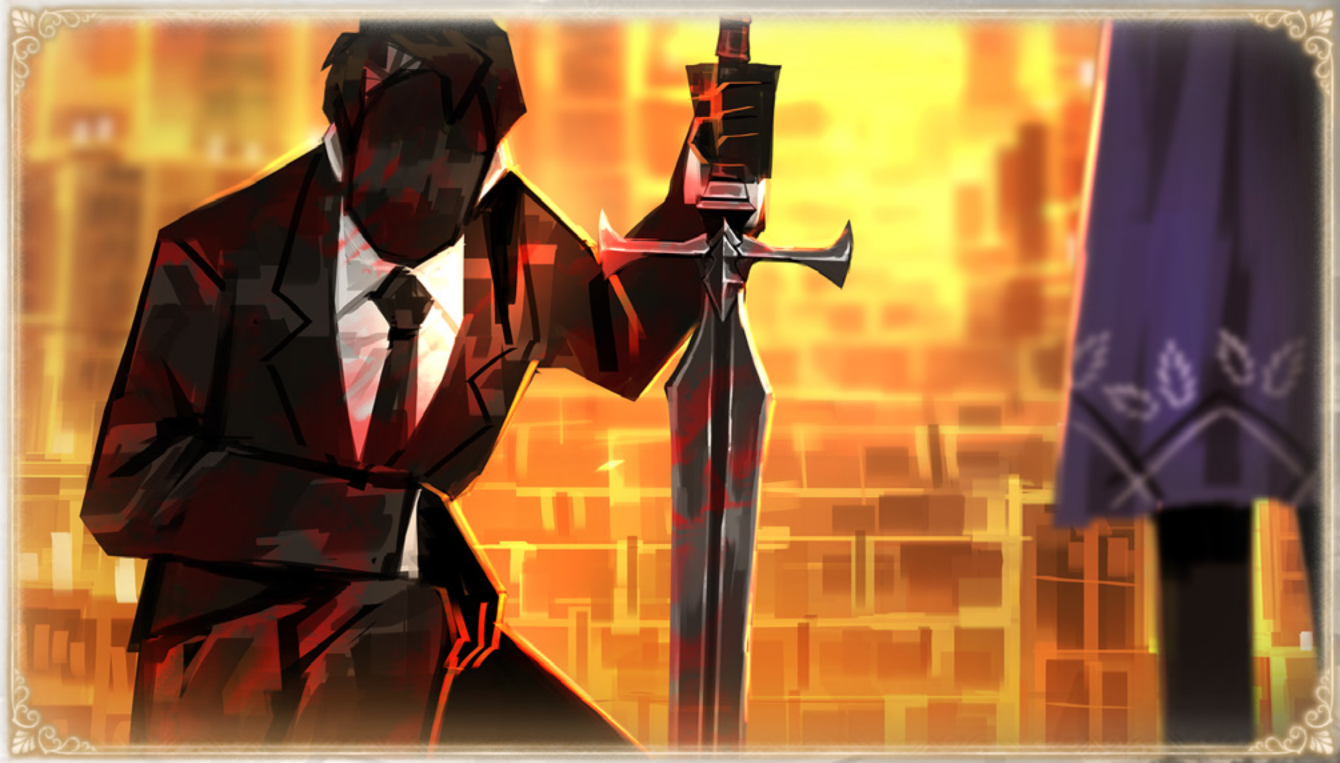
# The Black Silence



# The Black Silence







**MJY** When we were implementing the creature phase, the monster at its initially requested size was so big that its Speed Dice weren't shown on the screen, which made us burst into laughter; and when it was hit by a move like Discipline, it would flap like a balloon and made us laugh all over again.

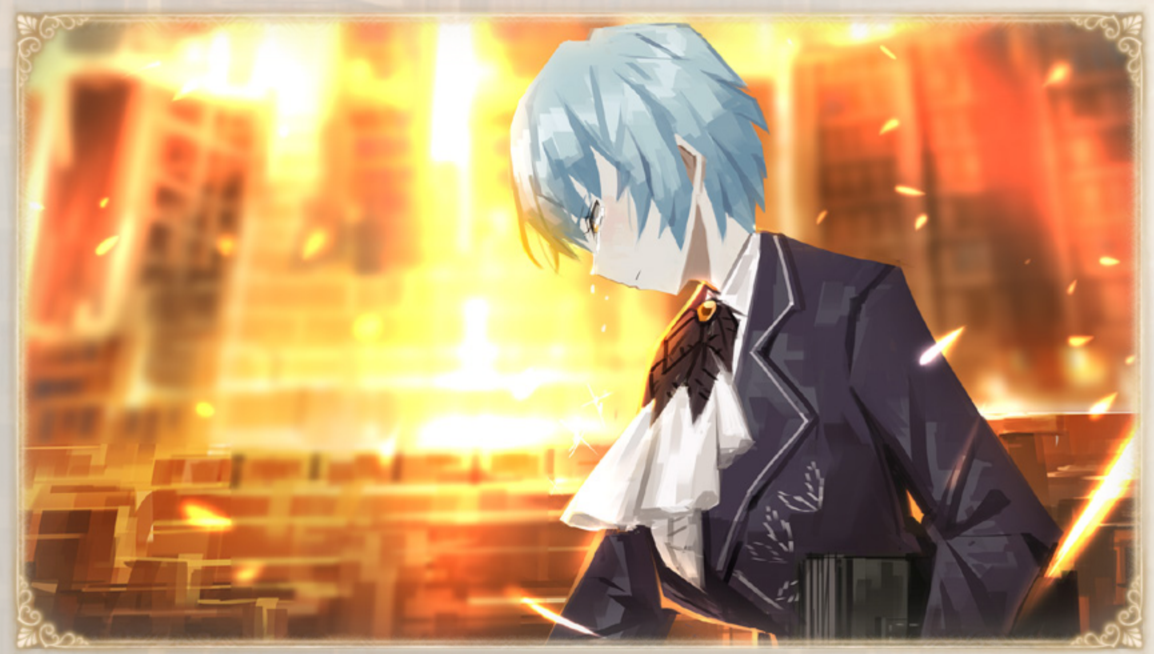
**JMJ** In the second phase of the reception of the Black Silence, the stage and pages were themed after the Smoke War. Dice breaks were put in for reasons related to the presentation. Seeing it die a lot quicker than what we'd seen during playtesting made me think that maybe we could have made it stronger in retrospect.

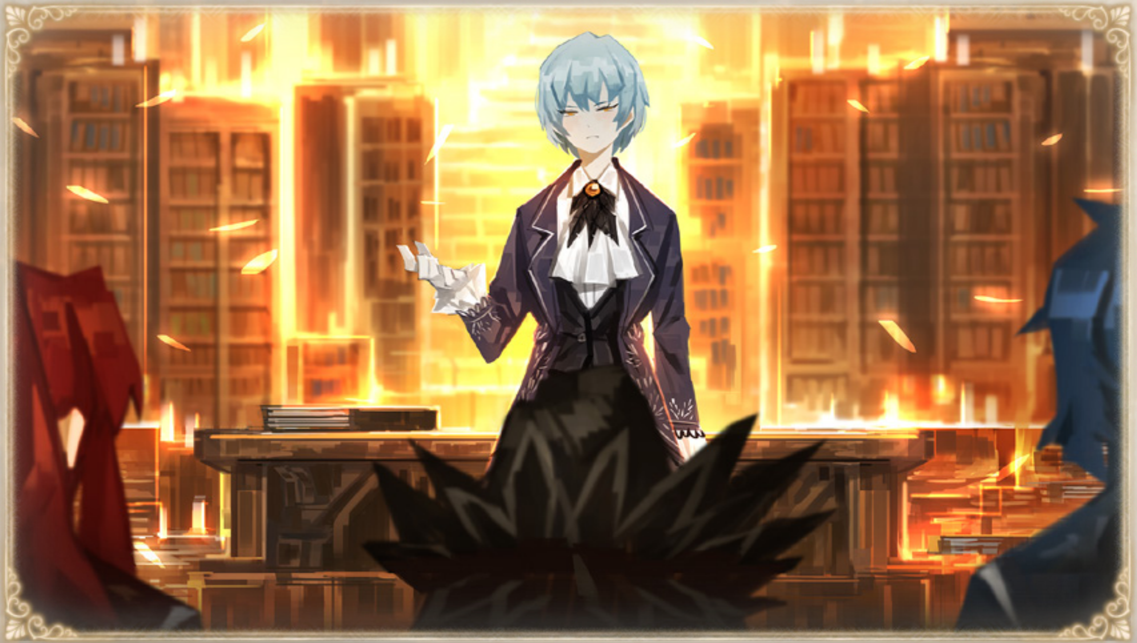
**KJY** The text displayed during the final phase is what Roland is muttering as if he's speaking to Angelica. However, his words are aimed at Angela as well. They're not only comments Roland makes on the current state of affairs with his vengeance being just ahead, but it is also a matter he'd always been pondering over.

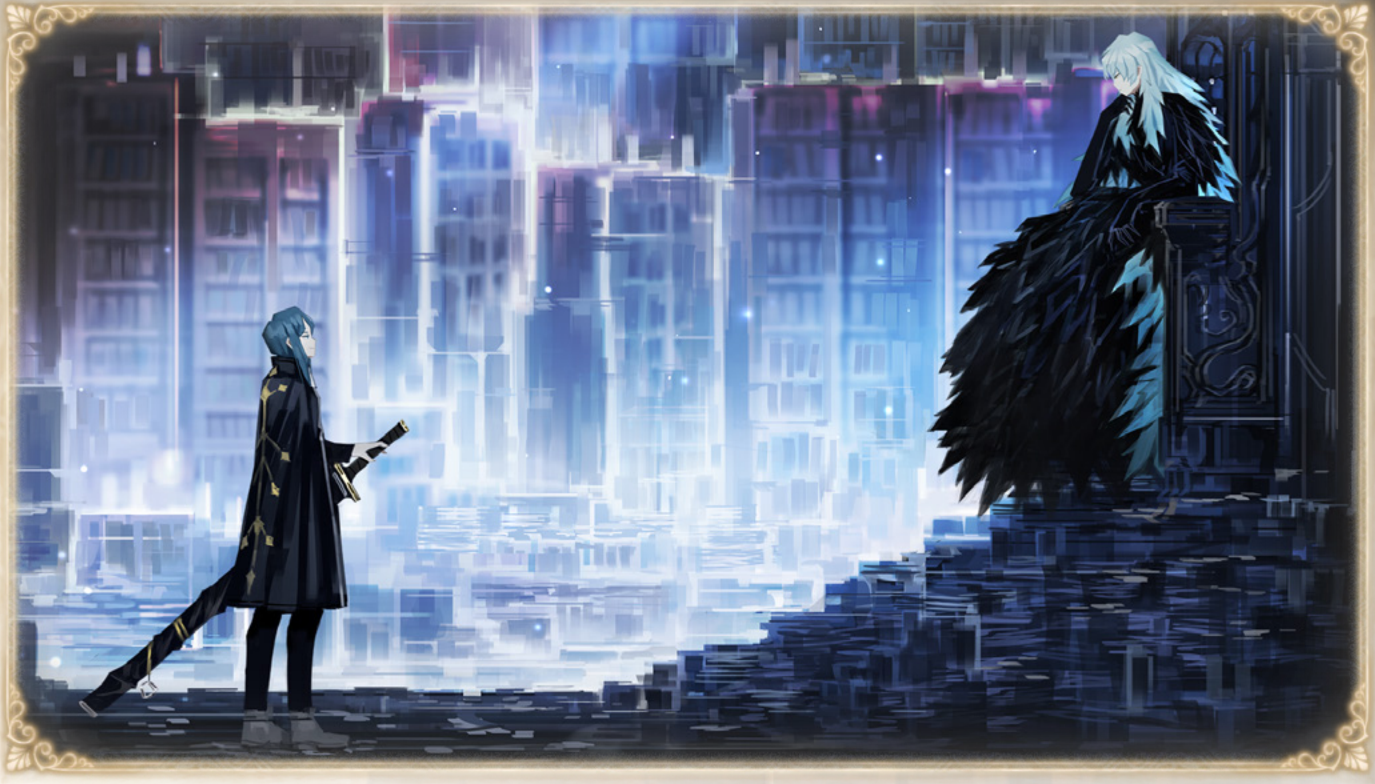
**LYM** The third phase is a melancholic one where the distorted Roland reminisces on his memories of fighting alongside Angelica. I deliberated a lot on designing special effects. And the intended solution? Shimmering behavior and such because I wanted to show the coordination between the two. As for the fourth phase, I wanted to highlight Roland wallowing in futility and agony as he relives the past after losing everything. I was happy to see that players liked that part.

# Of Forking Paths

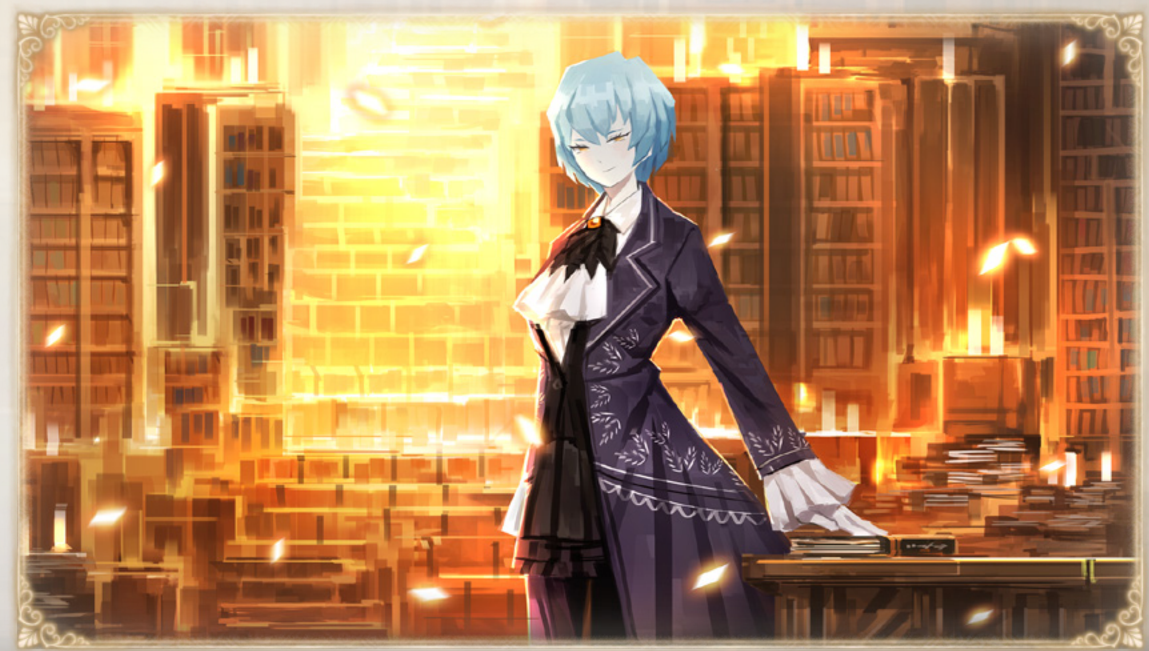
Reject Roland, and Angela will embrace this sorrow to grasp at freedom.





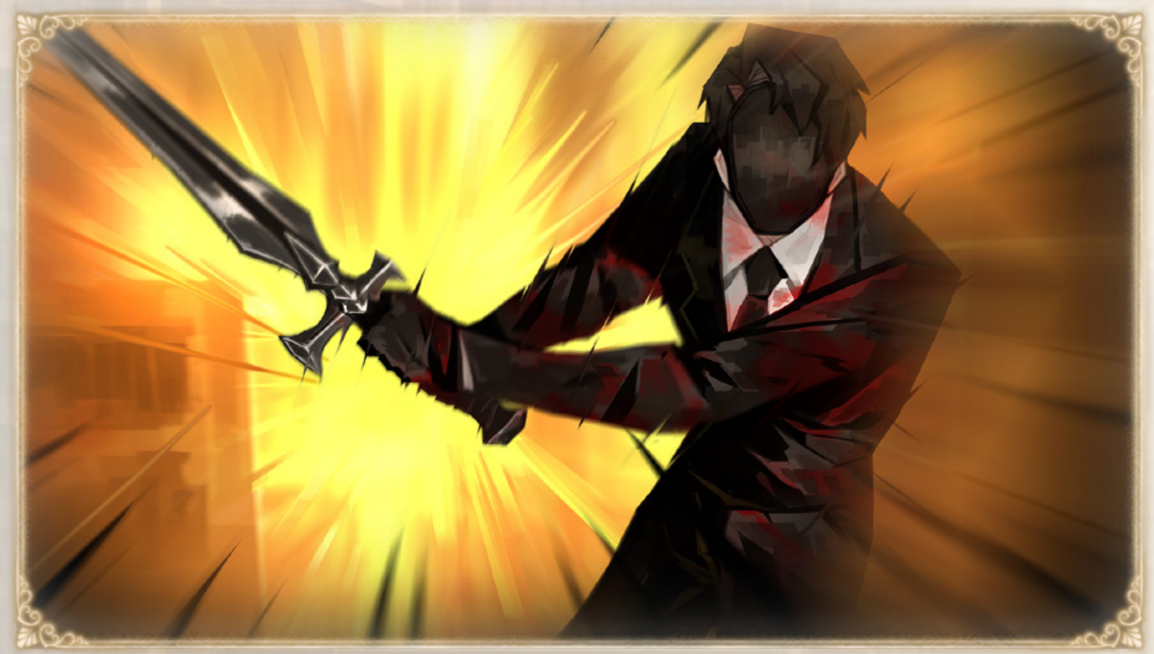


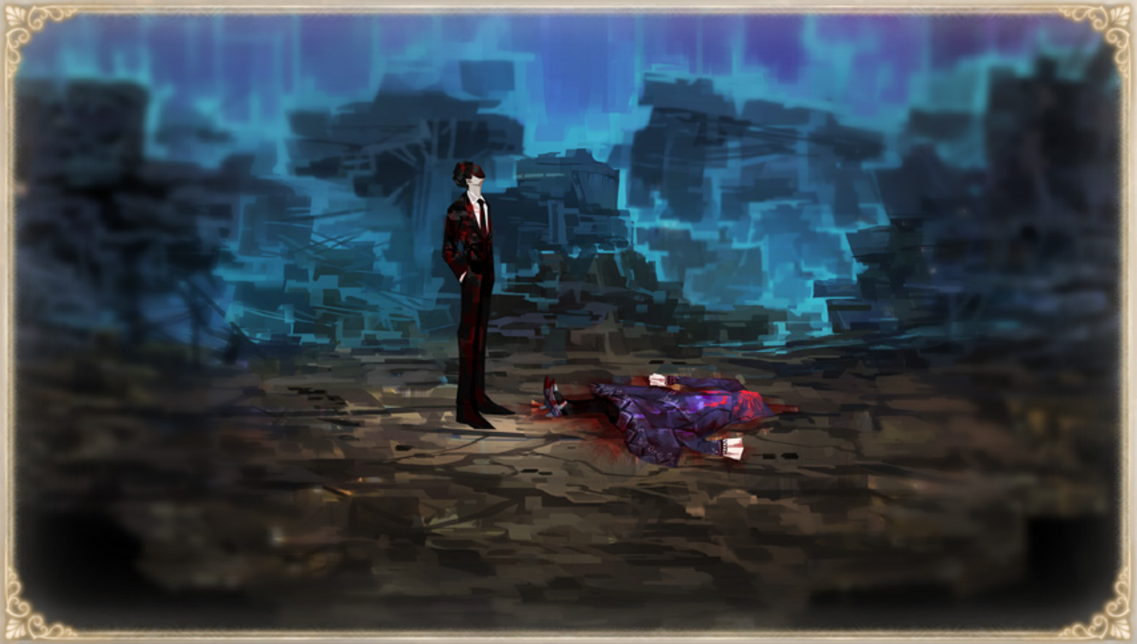
Forgive Roland, and Angela will let go of it all to turn everything back to how it was.

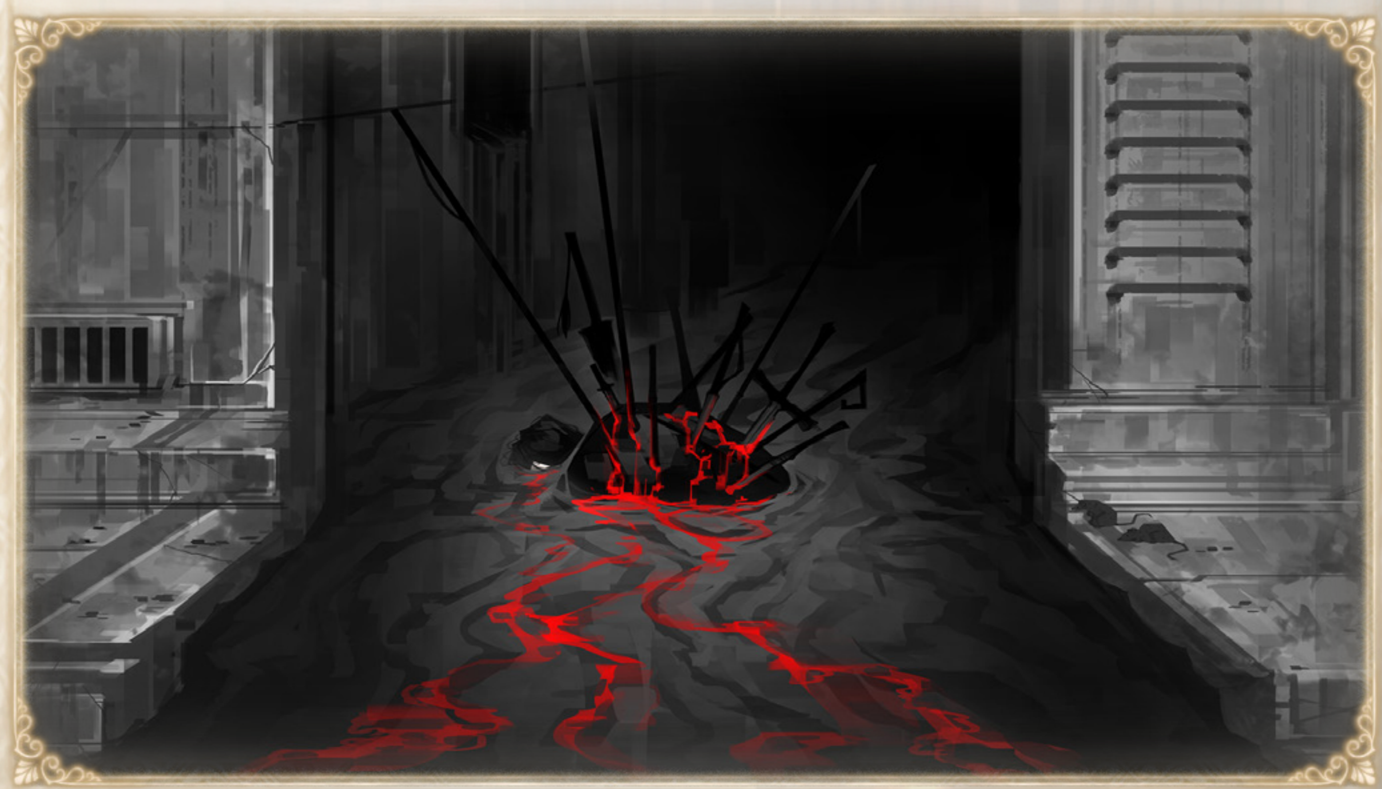


# Of Forking Paths

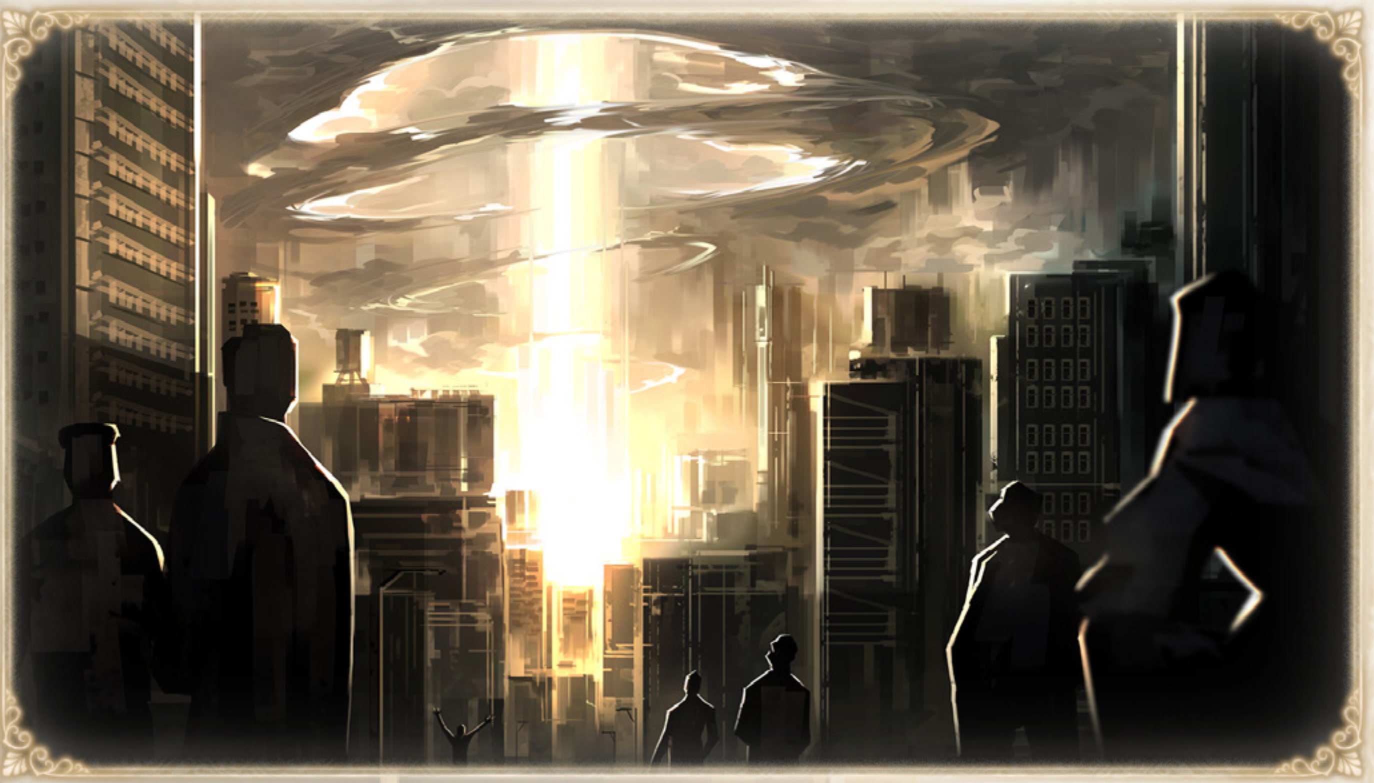
Snub Angela, and Roland will exact revenge with this last step.







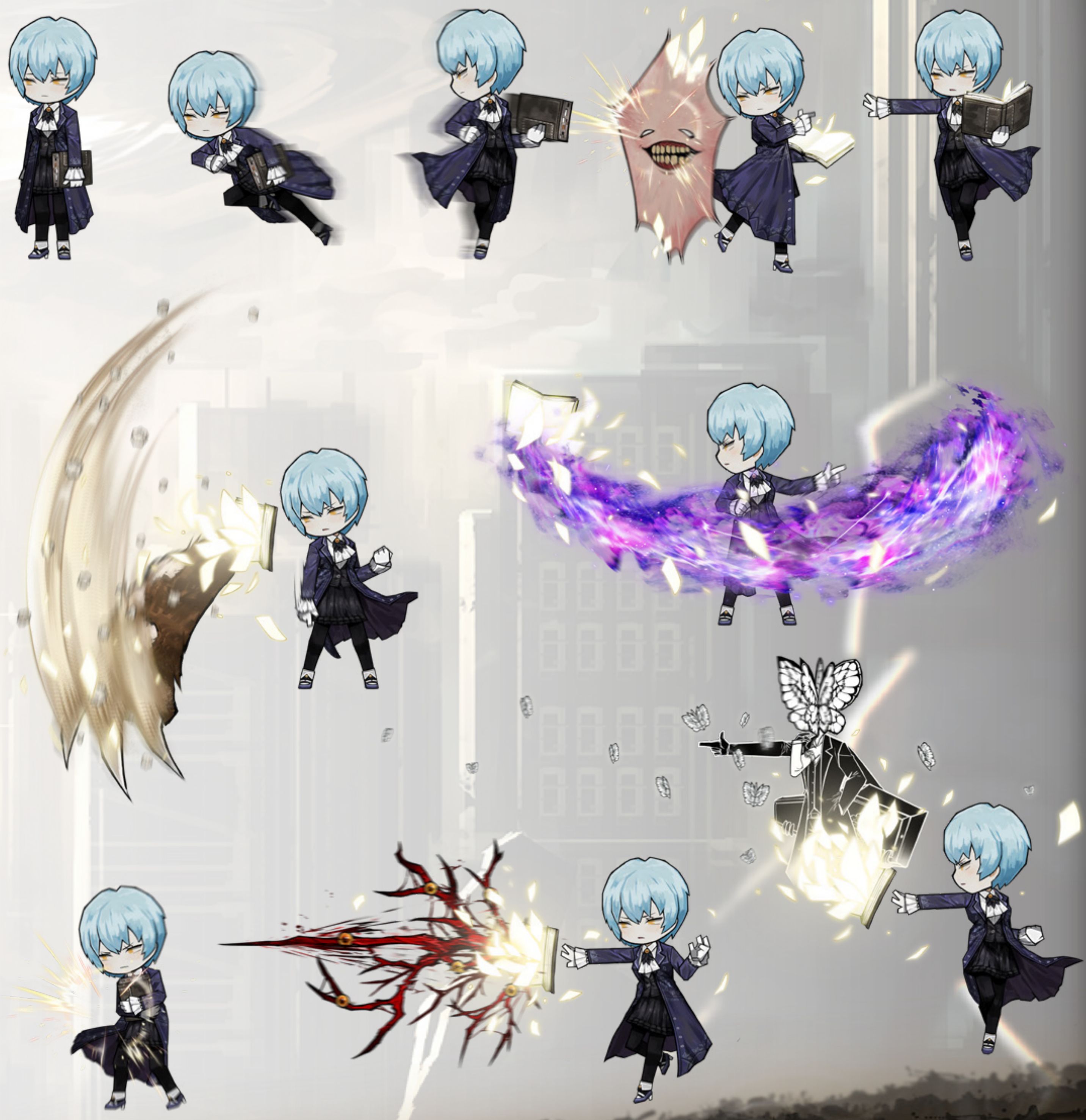
Forgive Angela.



Are you really gonna be alright with letting all of it go now?

**KDH** Working on the Heart of Aspiration was a huge hassle. On top of the difficulty to depict the details, her design itself was heartbreaking and grotesque. Drawing the blood vessels was especially painful; red hues being everywhere made it hard for me to stay focused. On the contrary, the Snow Queen was a bliss to work on. Her design is gorgeous, and she has a solid theme of snow and ice, so the sprite effect work went off without a hitch.

Angela



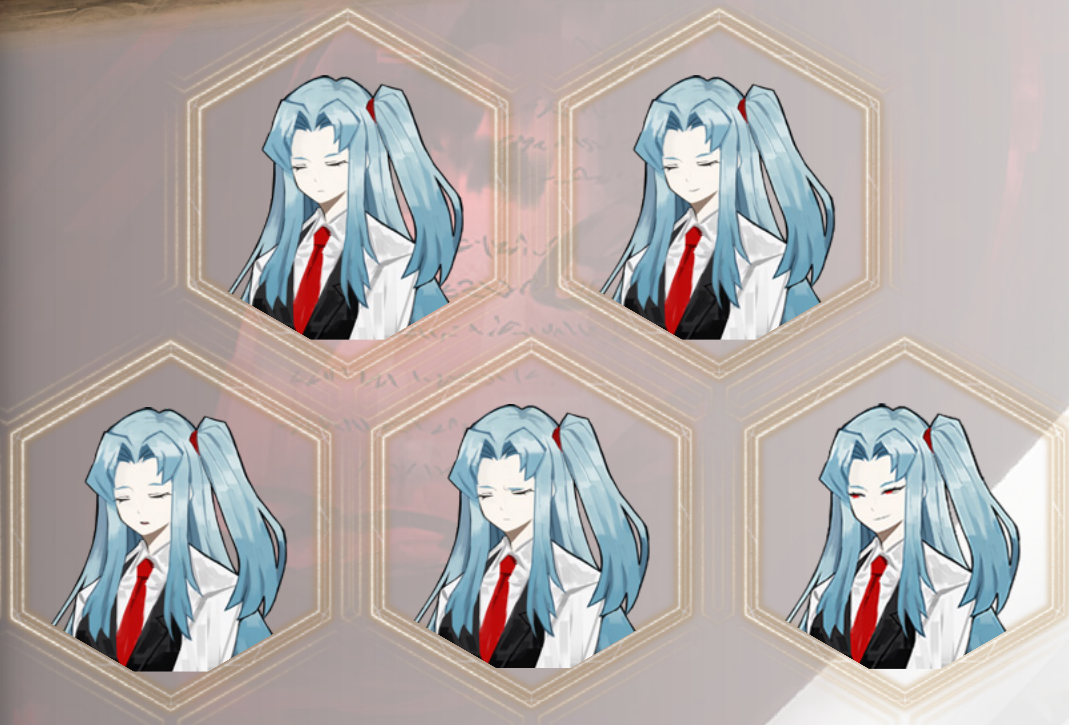
## Developer's Notes

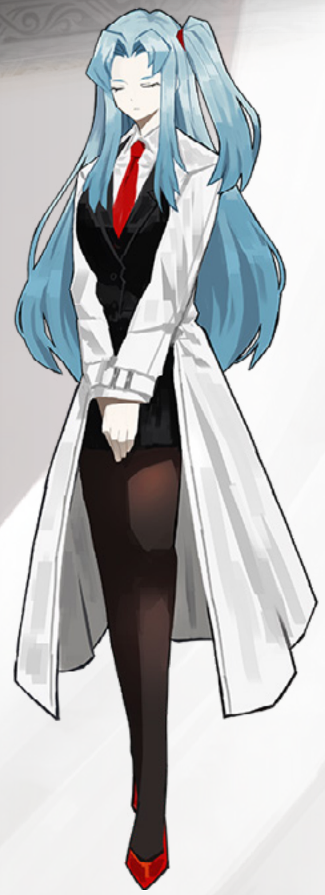
**LYM** The amassed experience of musing on Angela's past as I designed the previous realizations helped me quickly form the outline. The phases represent Carmen's death, the process of Angela's creations, the loops during Lobotomy Corp's lifetime, Angela being left alone after the true ending of LC, and the moment when Angela was rejected by A. As this was the very last bit of content we made for the game, every member of the studio was at their peak performance.

**KJY** Angela's lines displayed in the background during the battle were written based on the virtues she learned from the Patron Librarians. The virtues aren't put in the exact same order, though. Carmen's dialogue represents the feelings Angela harbored in the past. I wanted to show Angela remaining steadfast and overcoming the trials one step after another, so I specifically asked for a system where the text changes depending on the status of the battle.

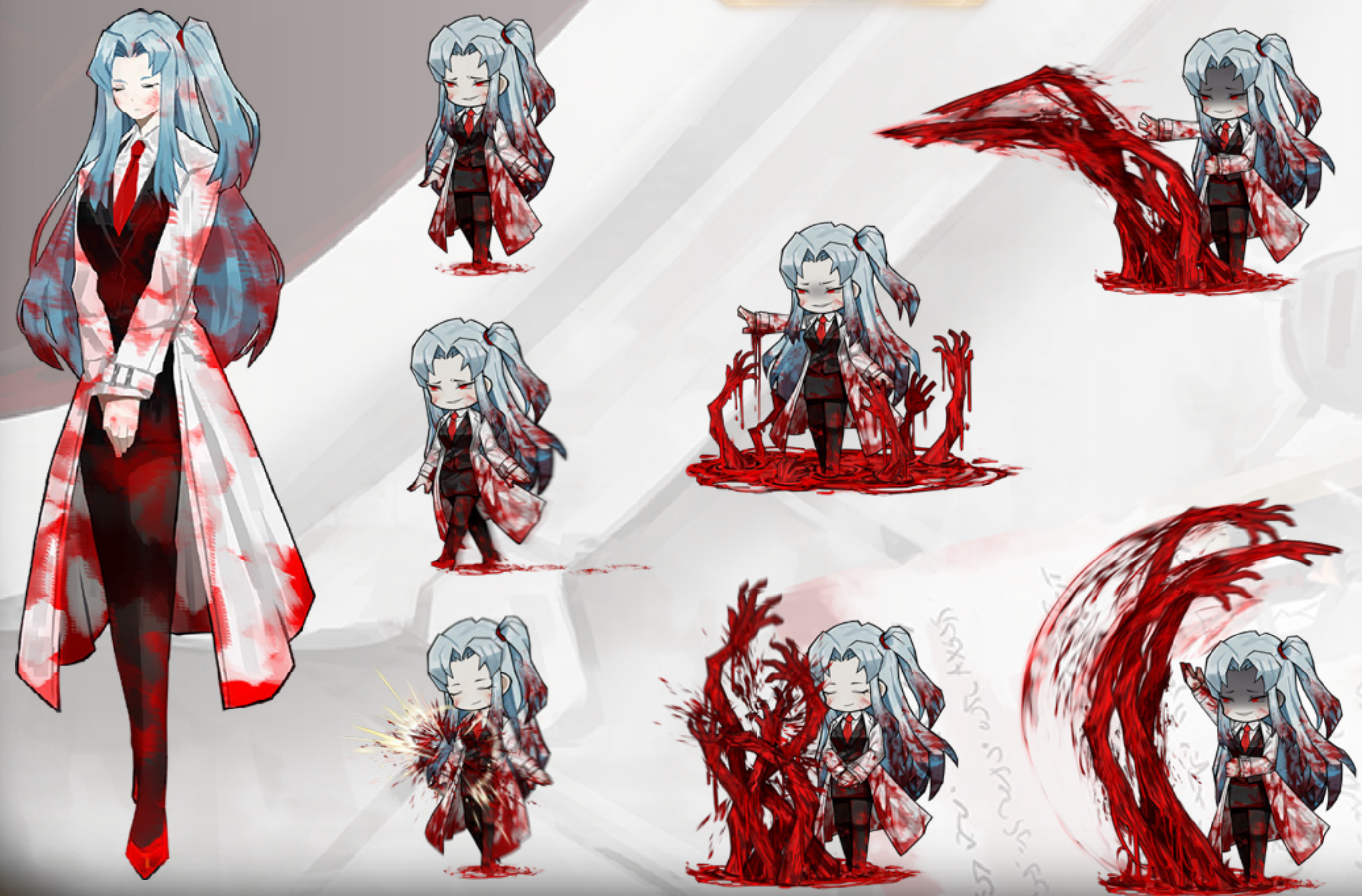
**KJH** The character adorning Carmen's hairband is indeed Kkomi. It's her most cherished gift, received from Ayin.

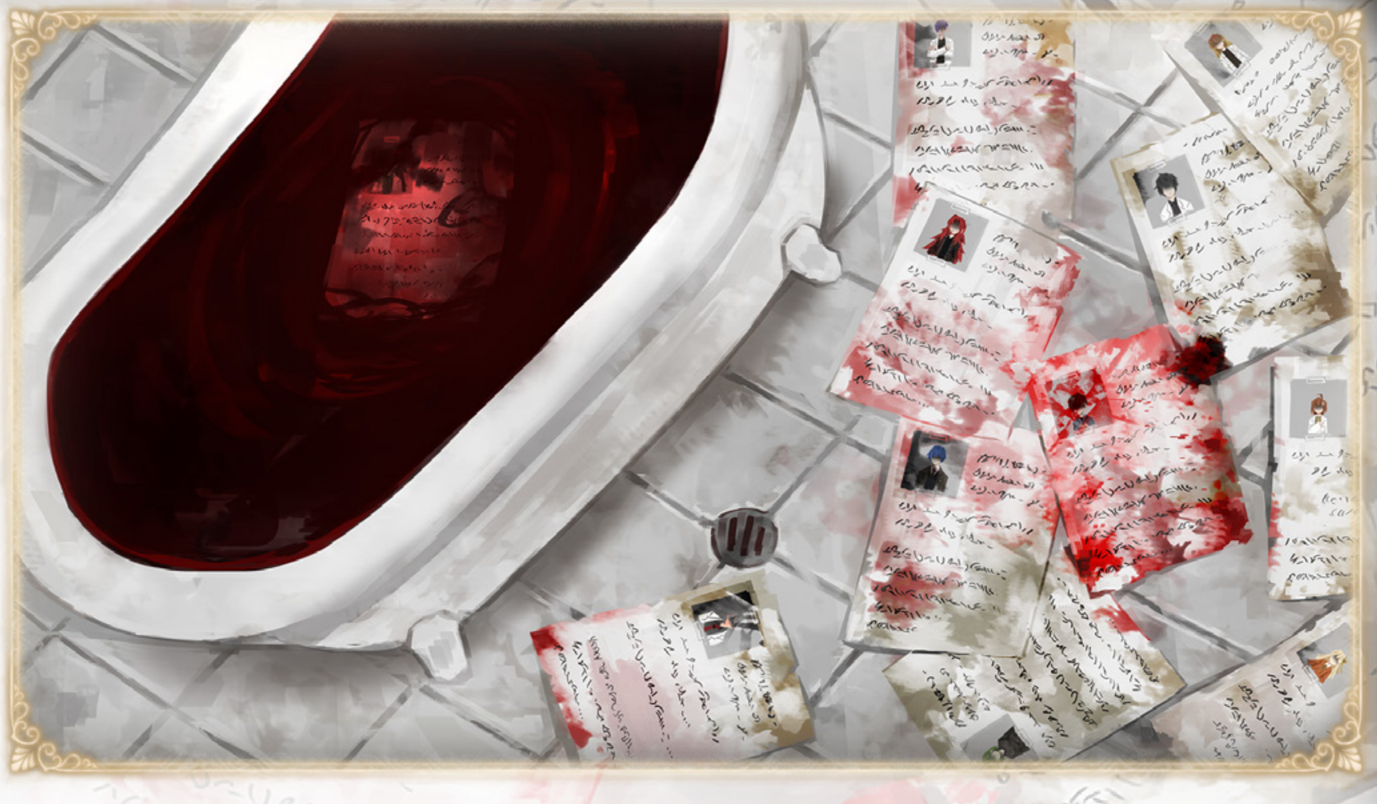
# The Floor of General Works'
## Final Episode





Wrist Cutter





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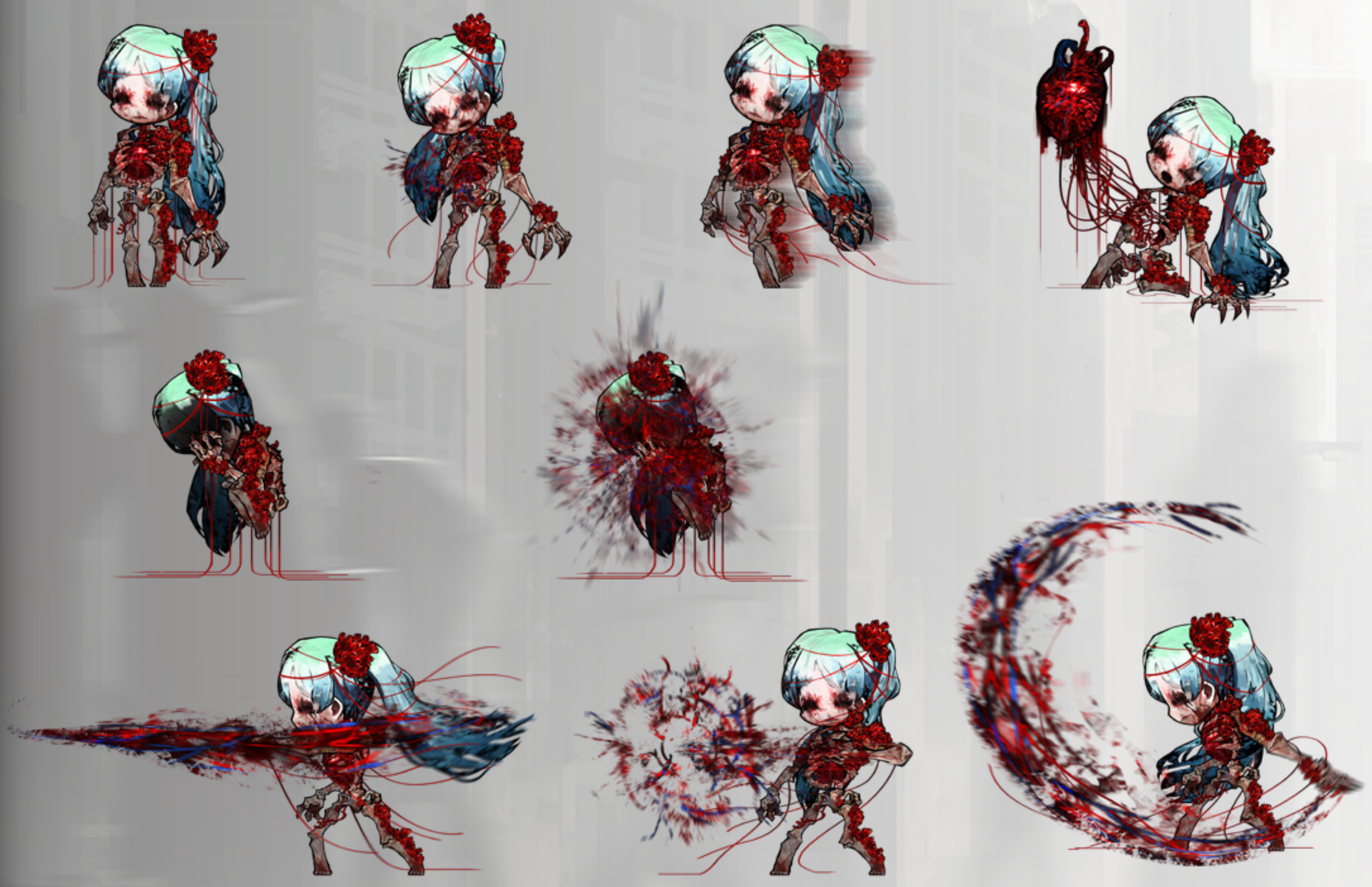
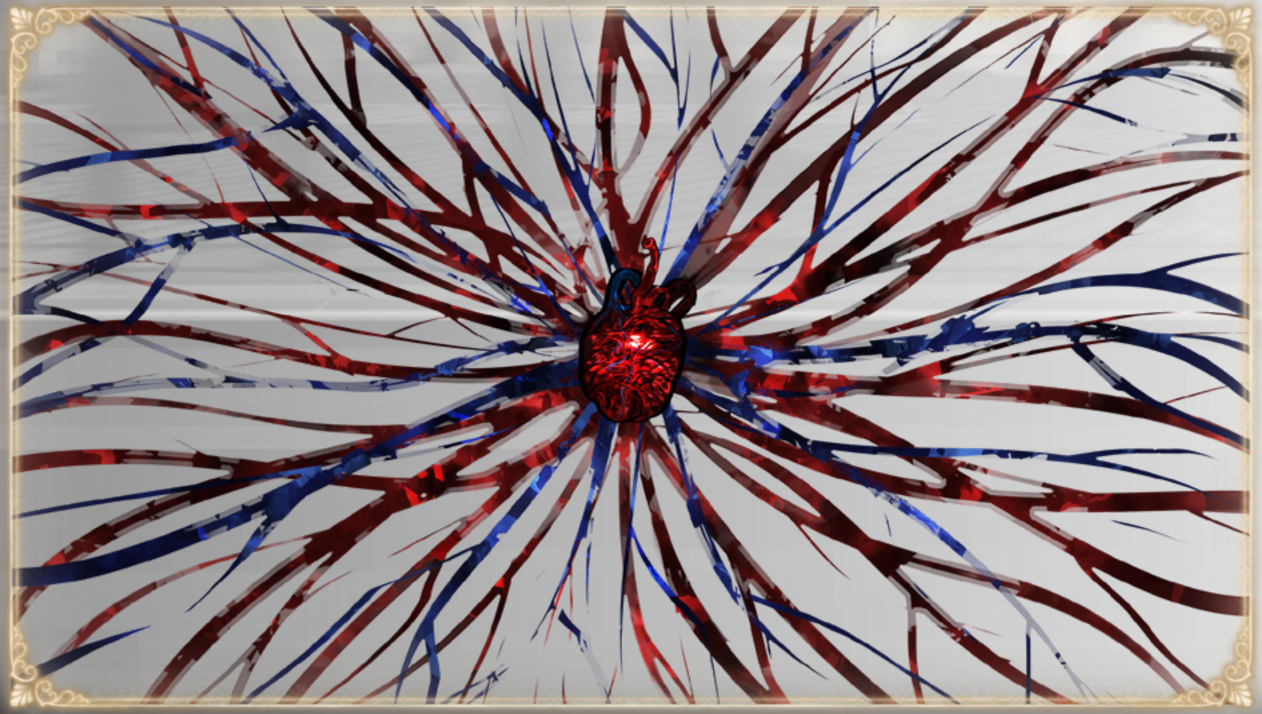
I wanted to live.

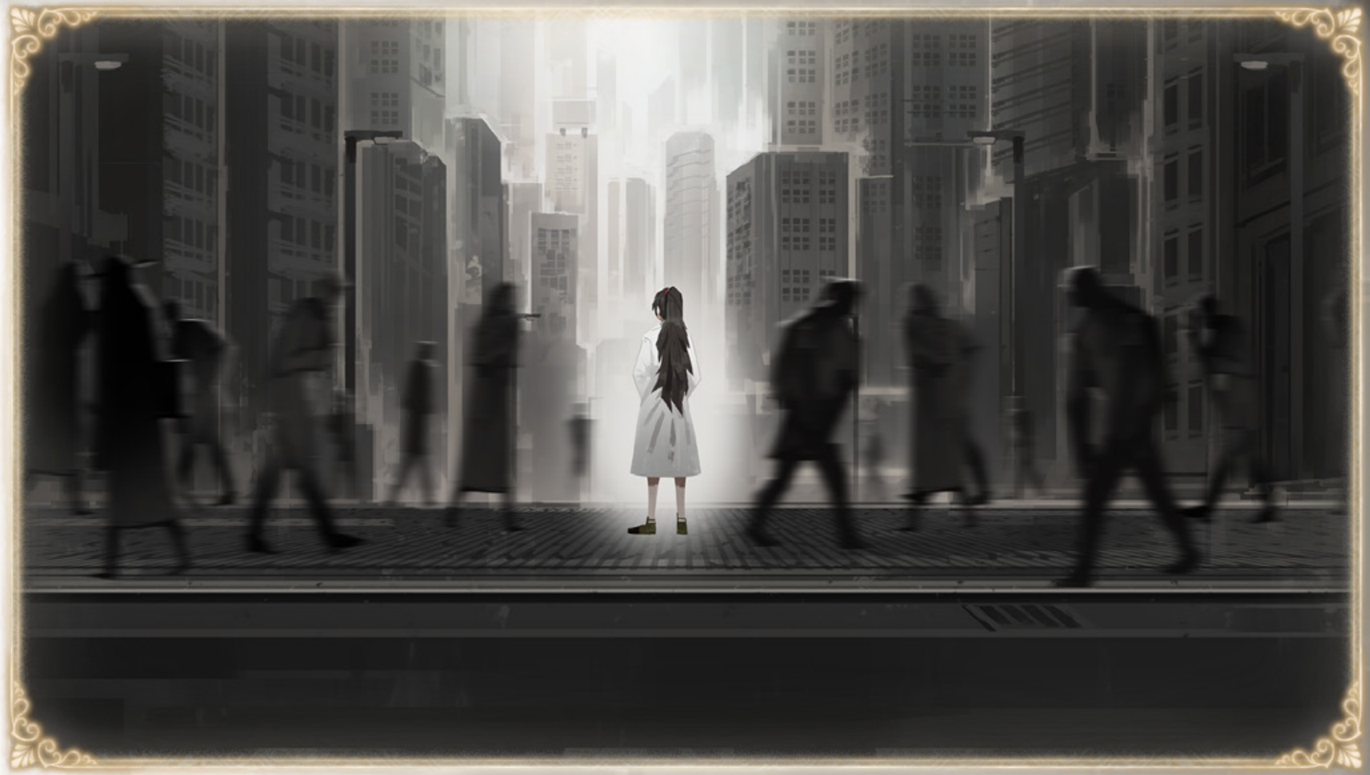
The desire to live was stronger than anything…

That's when regretfinally ran a shudder through my body.

**Aspiration**

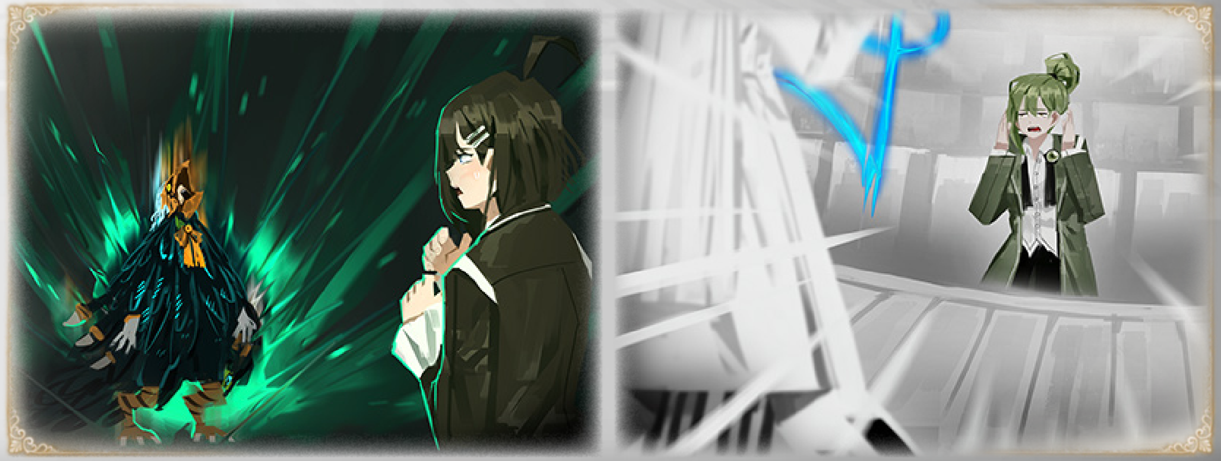






Angela. I'm just a human being like any other.

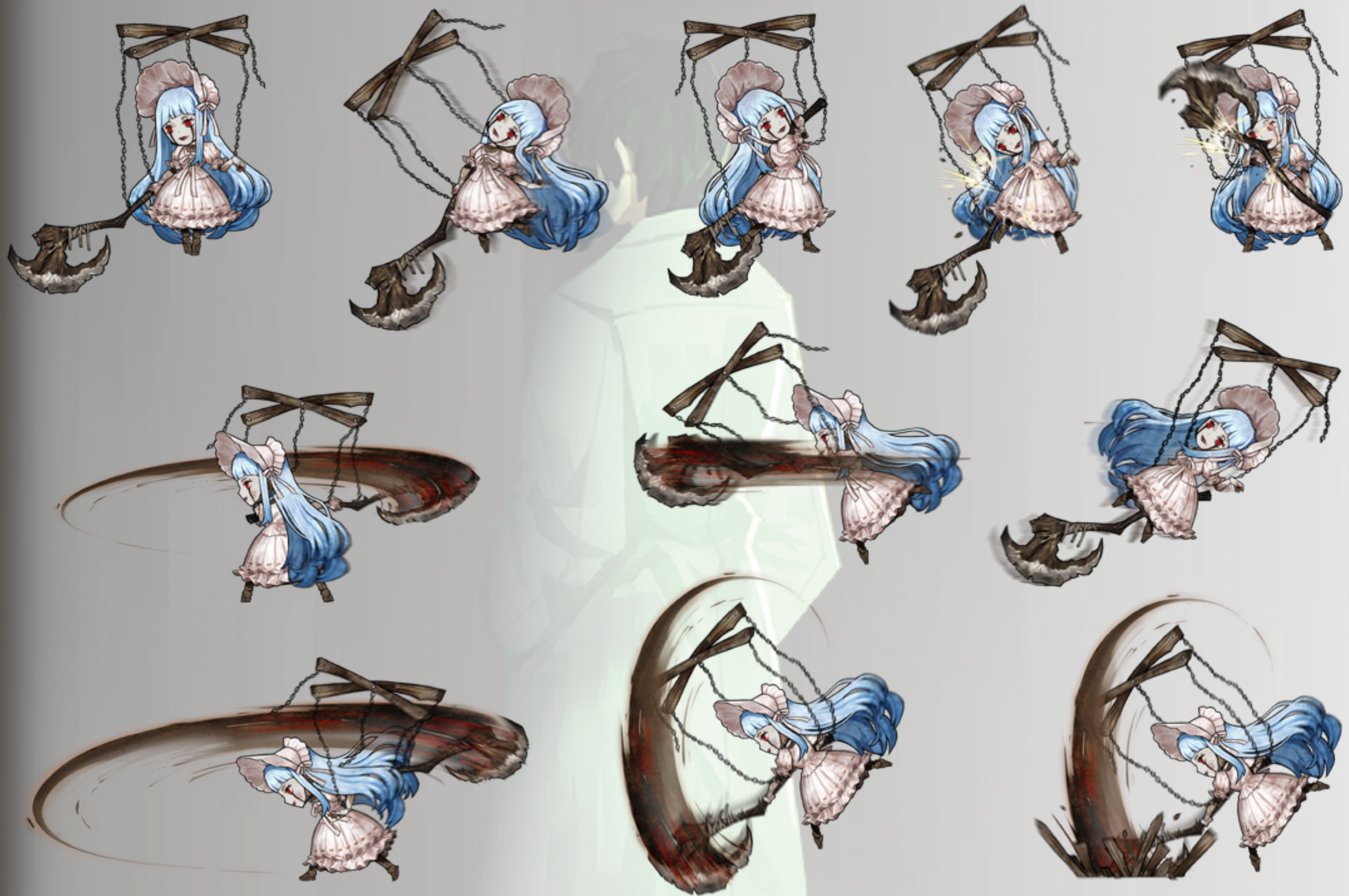
I thought sacrificing myself for everyone's sake
would be the perfect ending…
but
that wasn't the case.



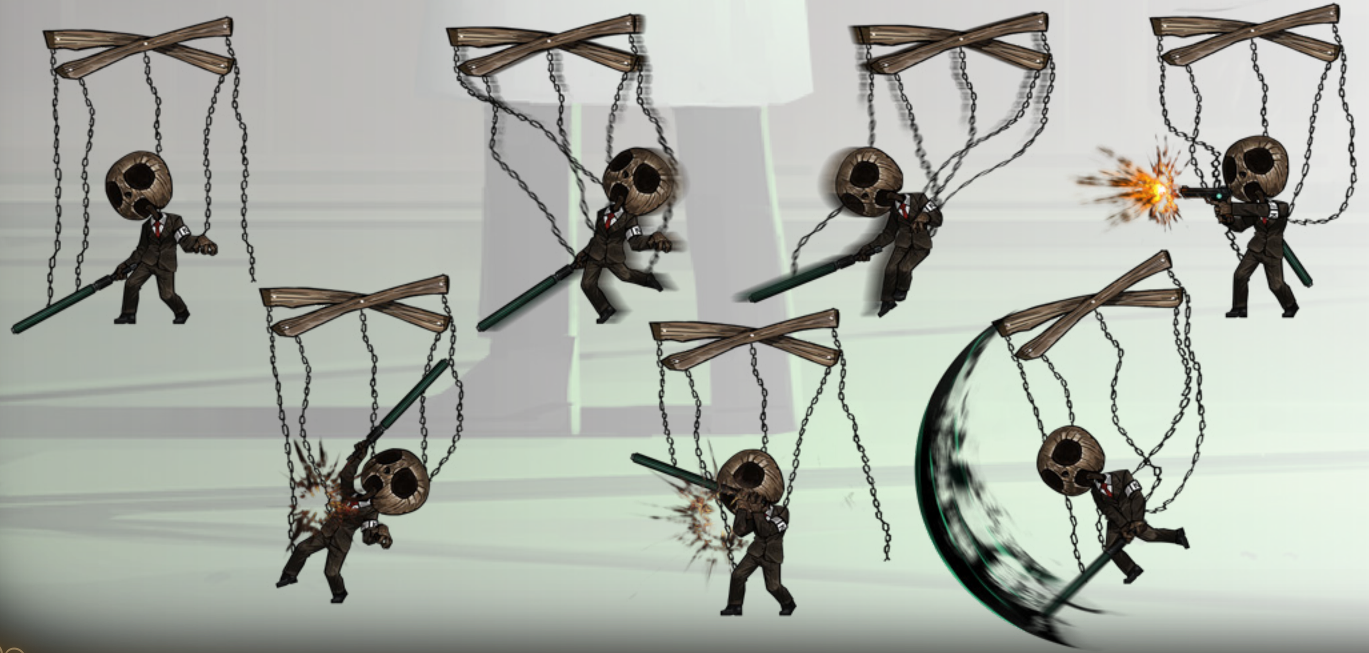
## The Floor of General Works'

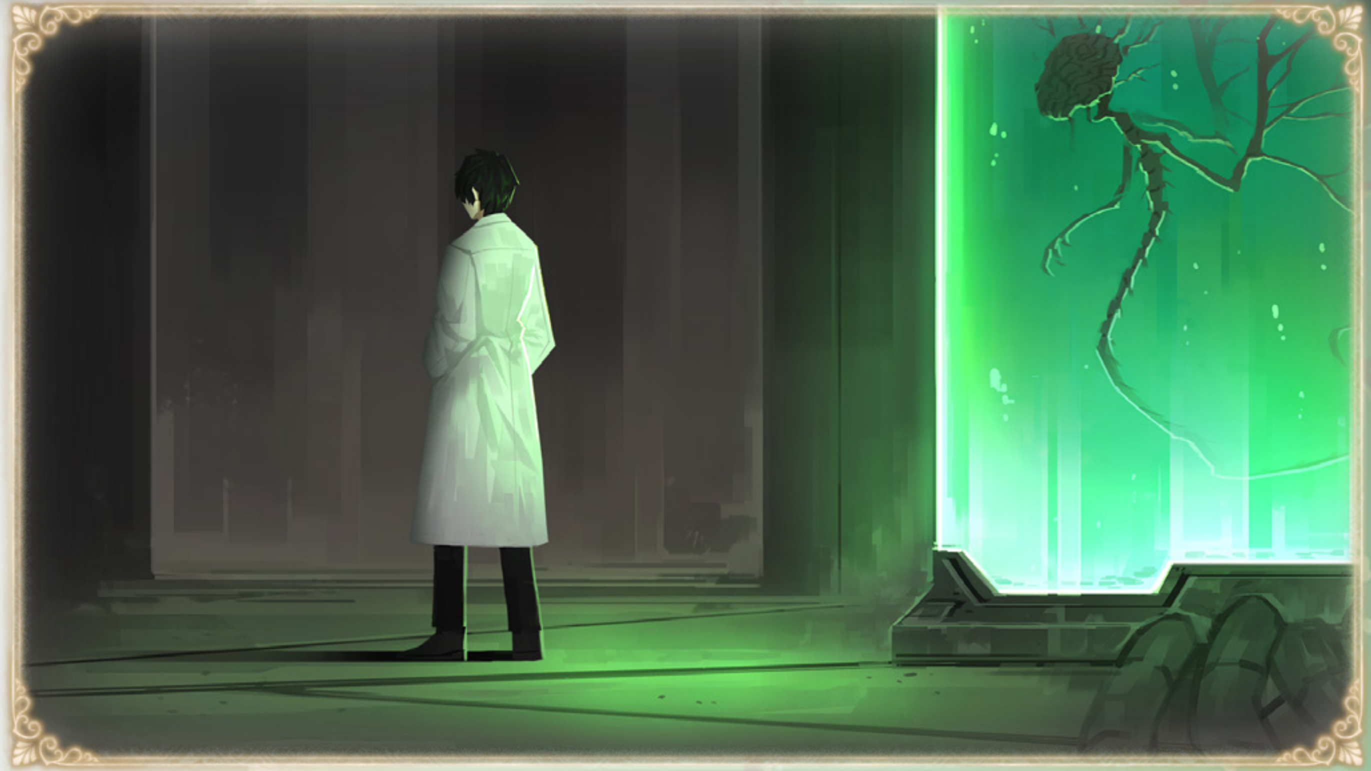
### Final Episode

**Marionette**



**Pinocchio**





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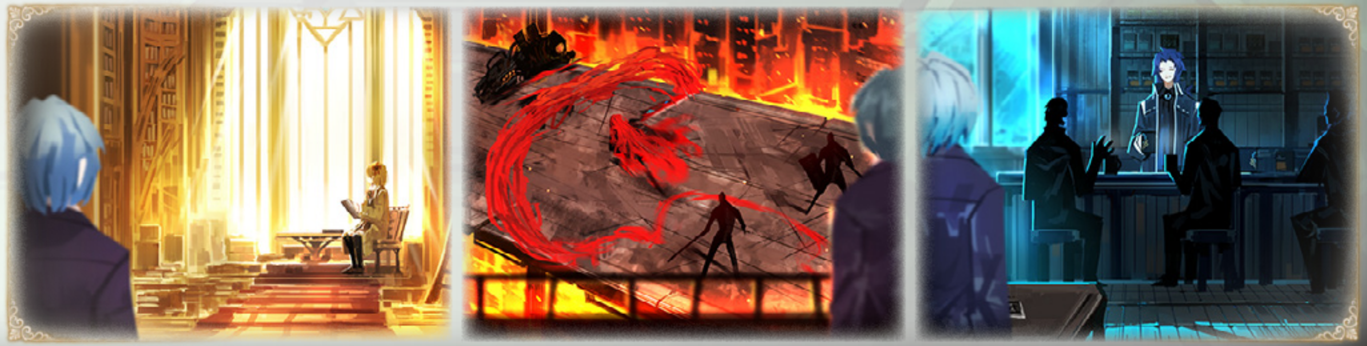
I doubt there's anyone in this world

who can sincerely decide to sacrifice themselves

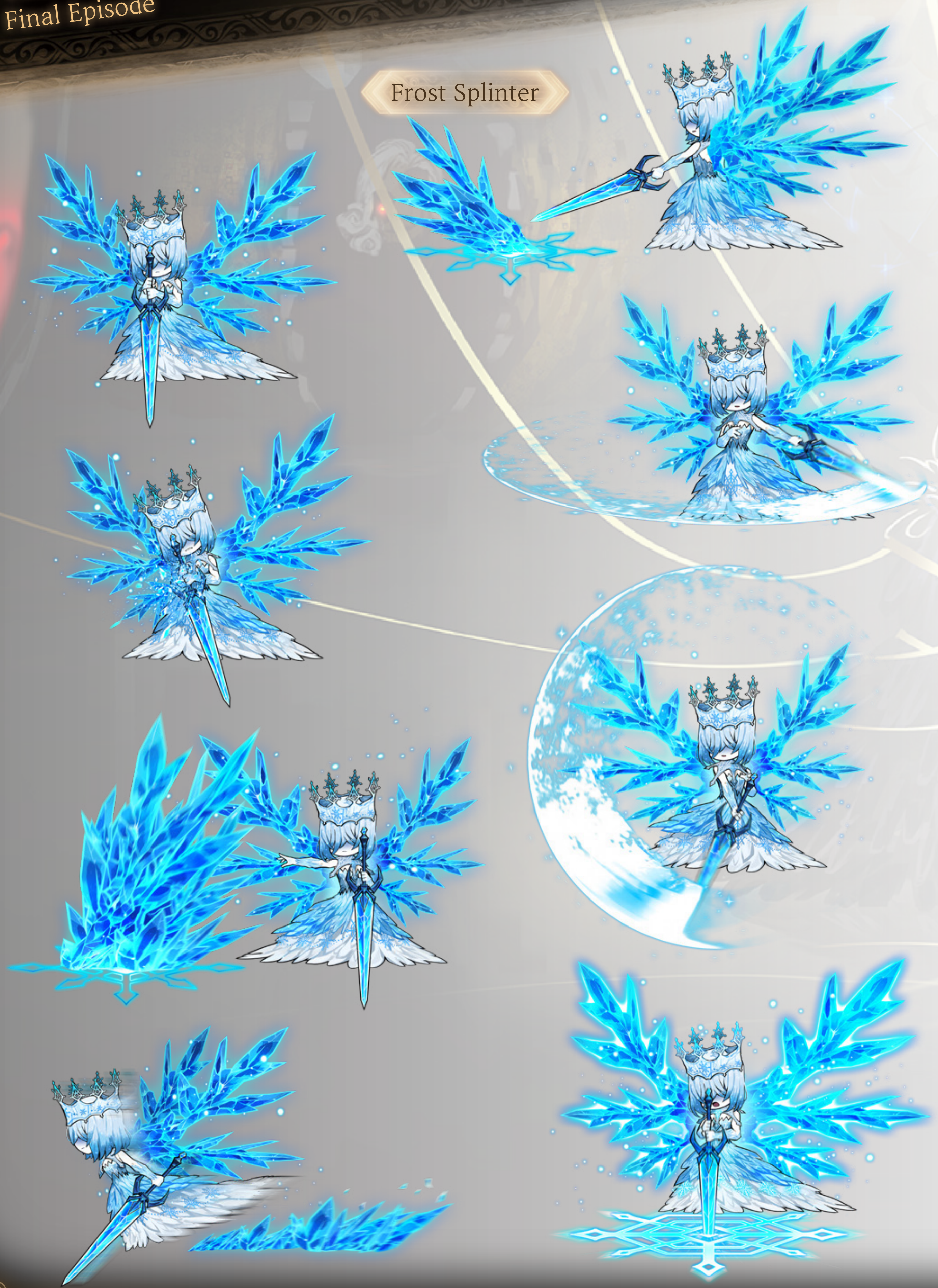
for the sake of others.

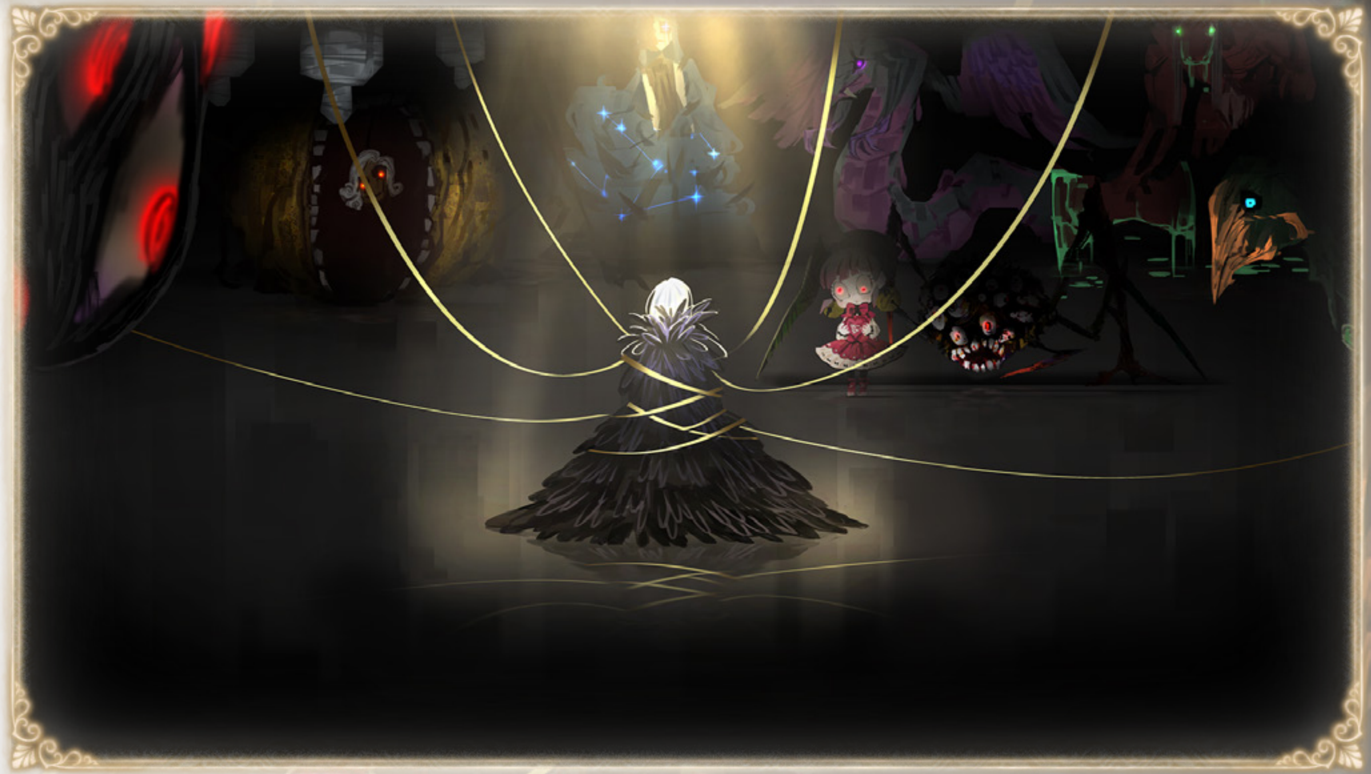
Humans can only love themselves, after all.



## The Floor of General Works'

Final Episode





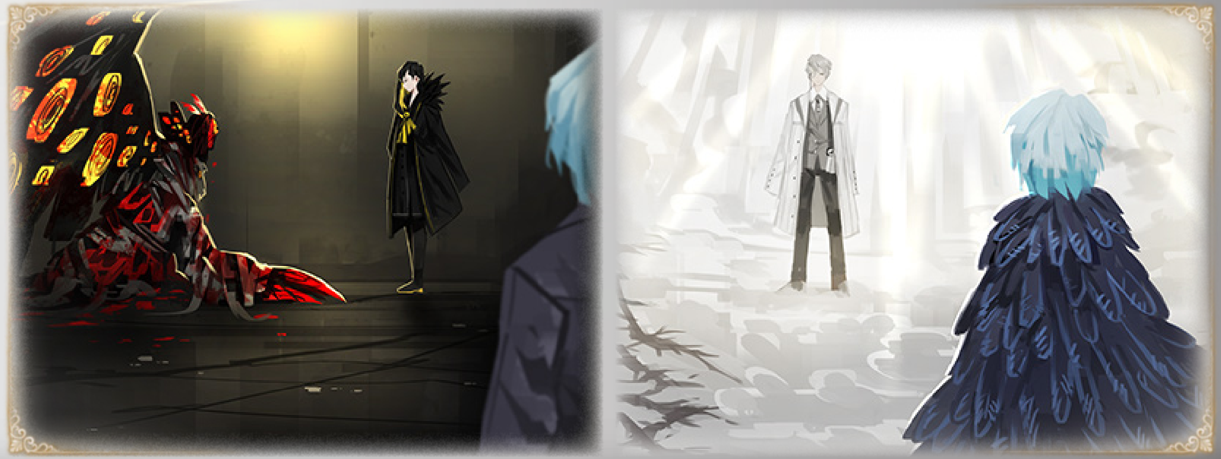
I whispered into people the essence of life.

So that they will cherish their own emotions

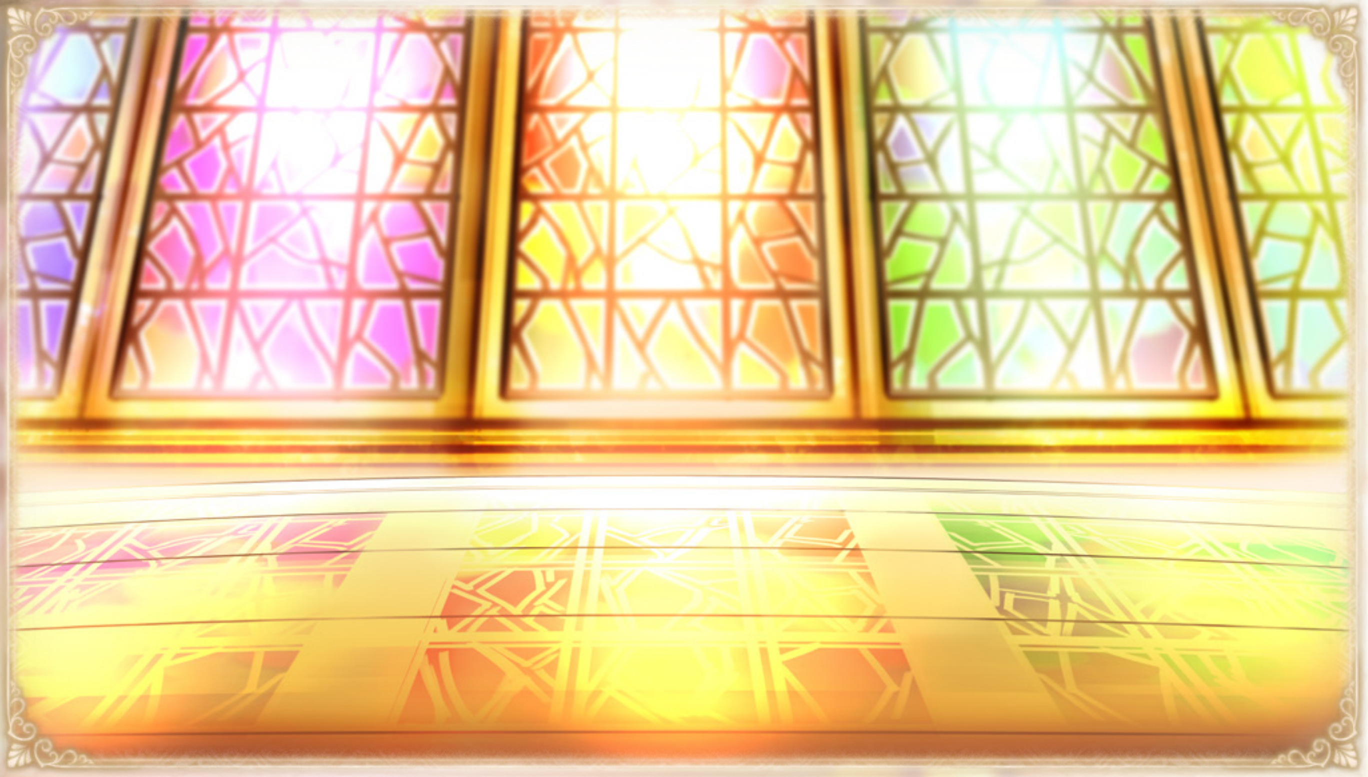
and focus on them only.

So that the fluctuating shape of the mind

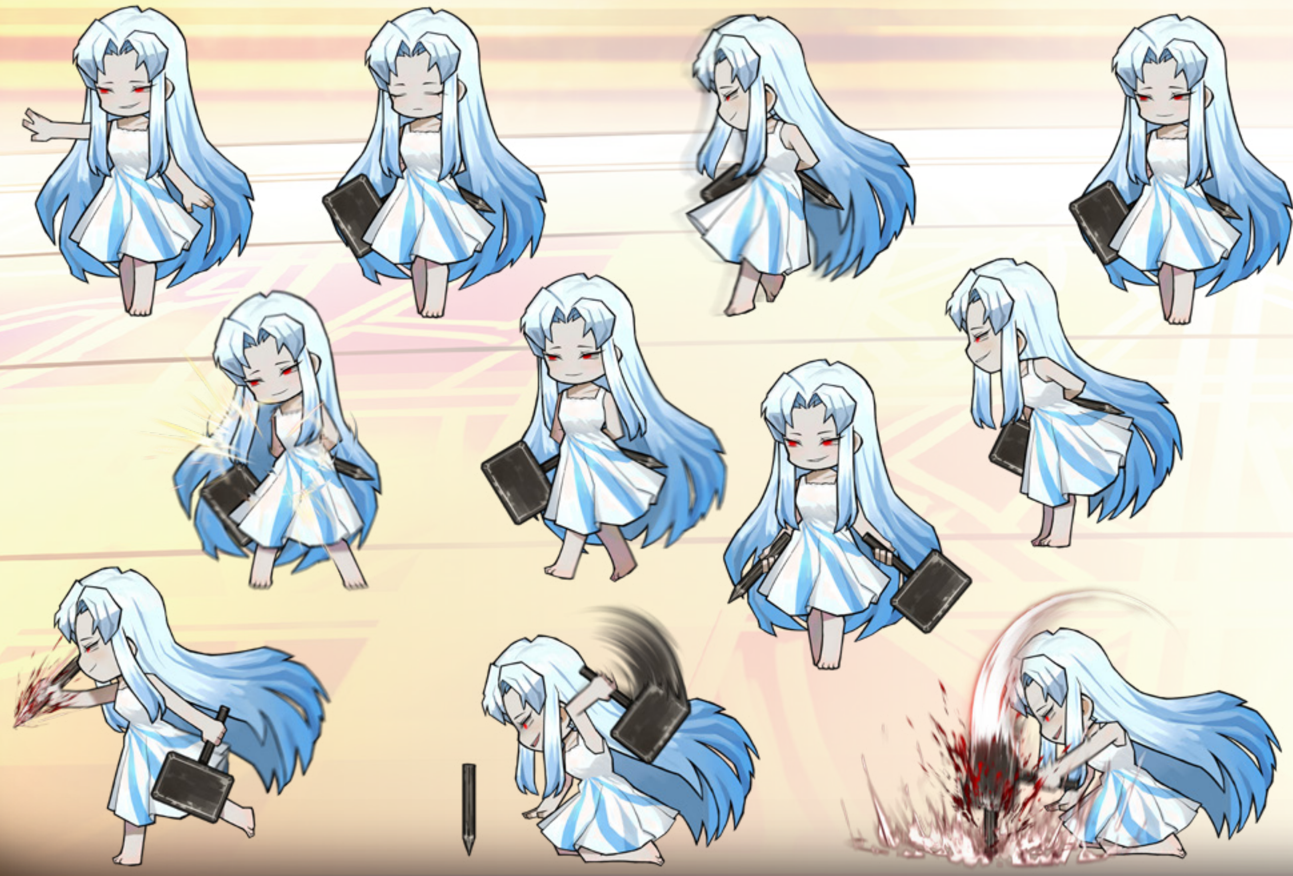
can be exposed to the world.



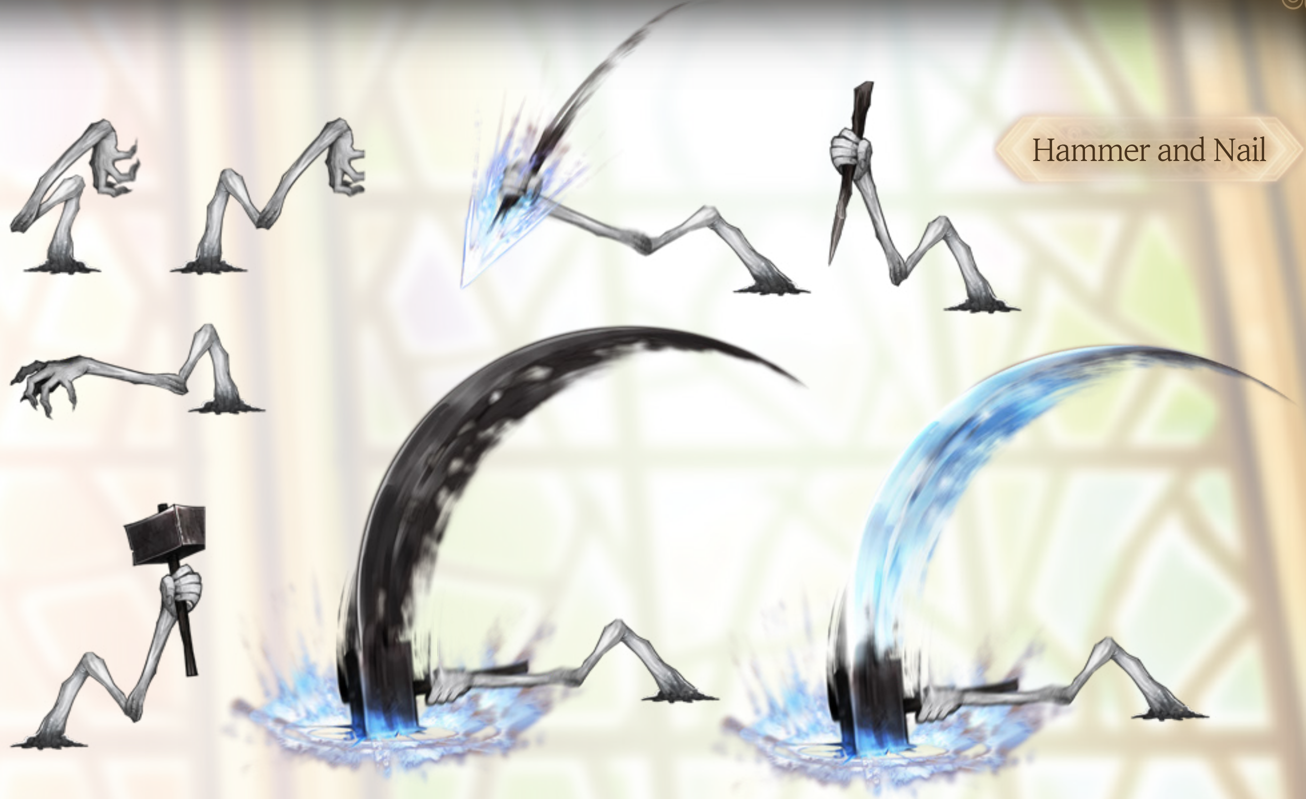
# The Floor of General Works'
## Final Episode



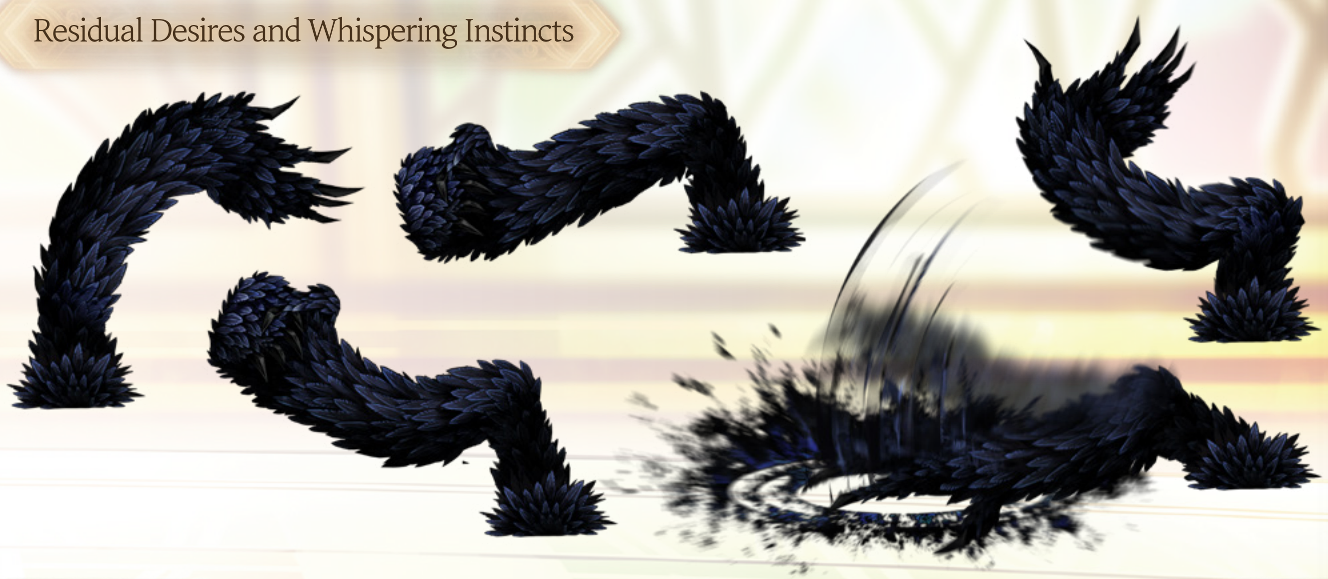
### Remorse

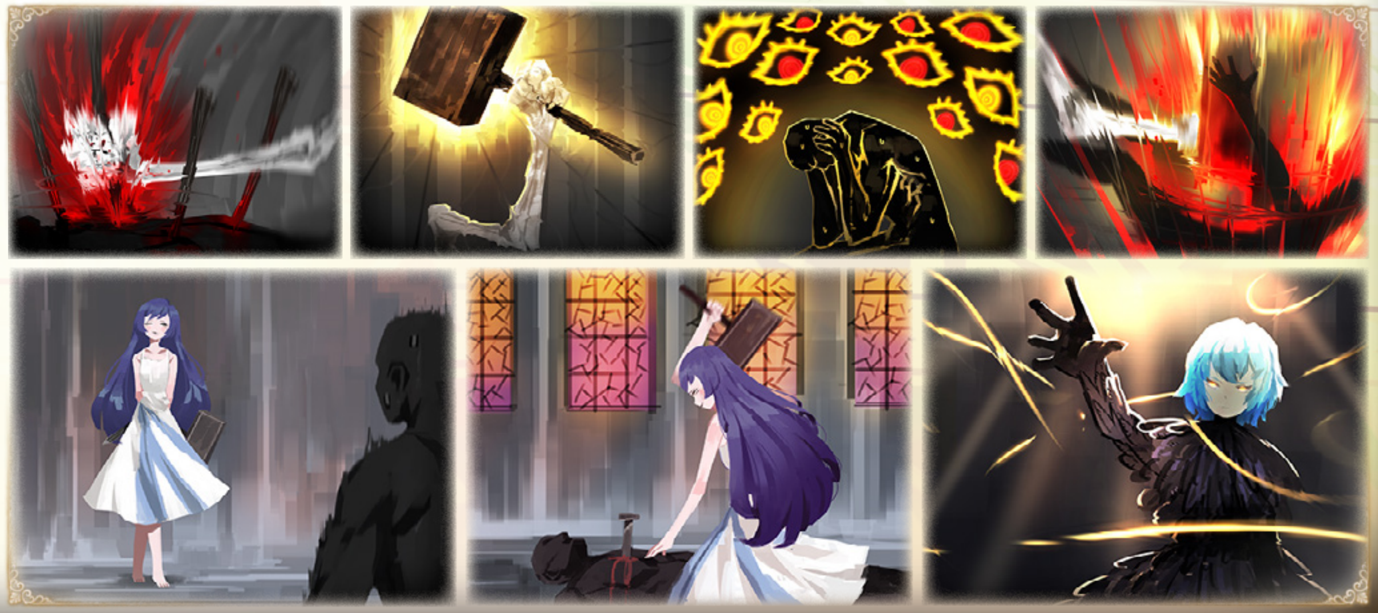


### Hammer and Nail



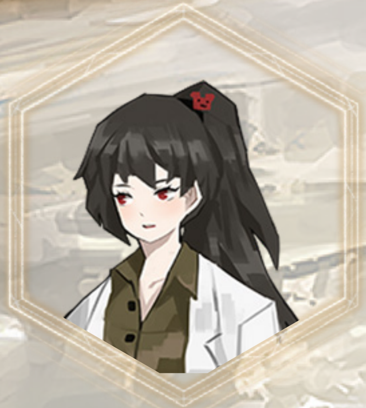
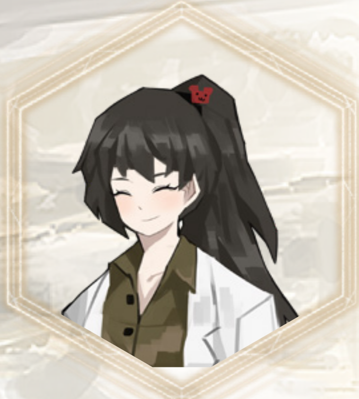
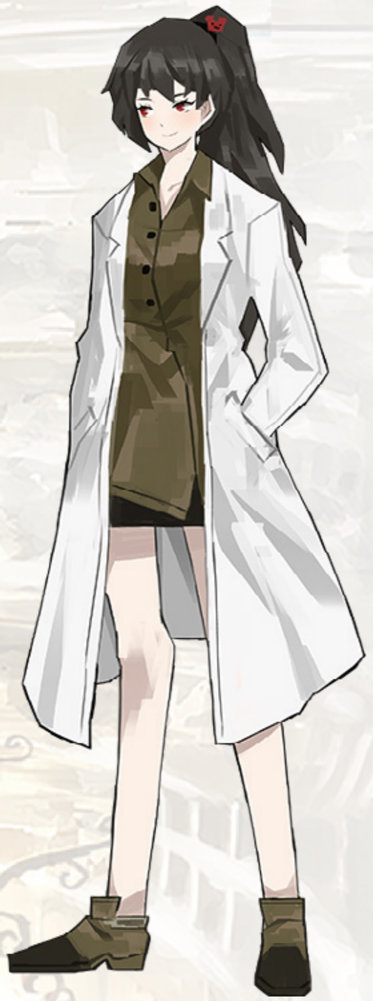
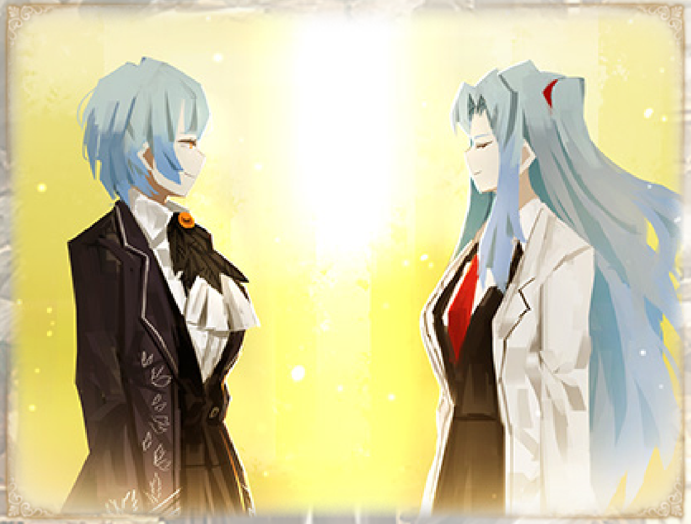
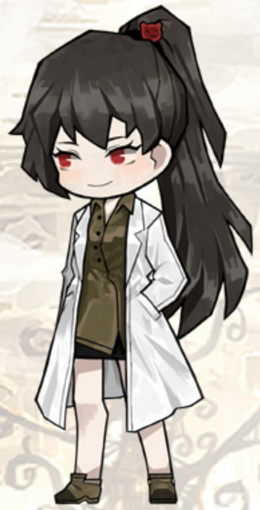
### Residual Desires and Whispering Instincts

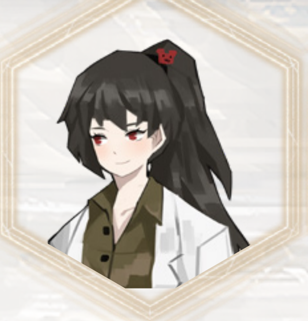
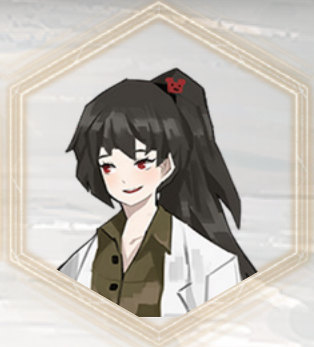
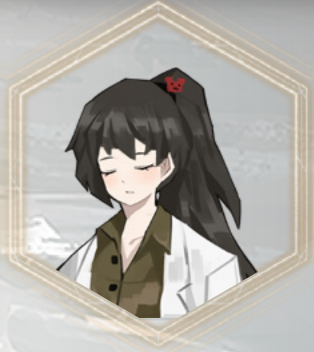
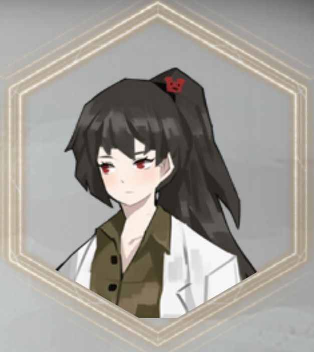
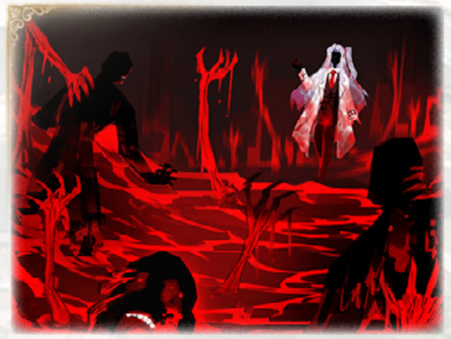
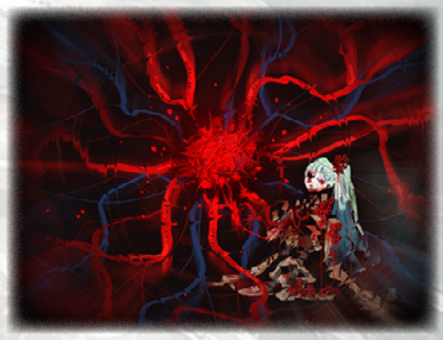
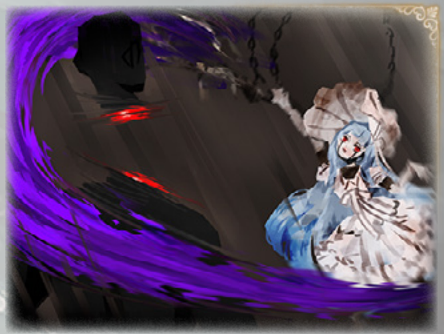
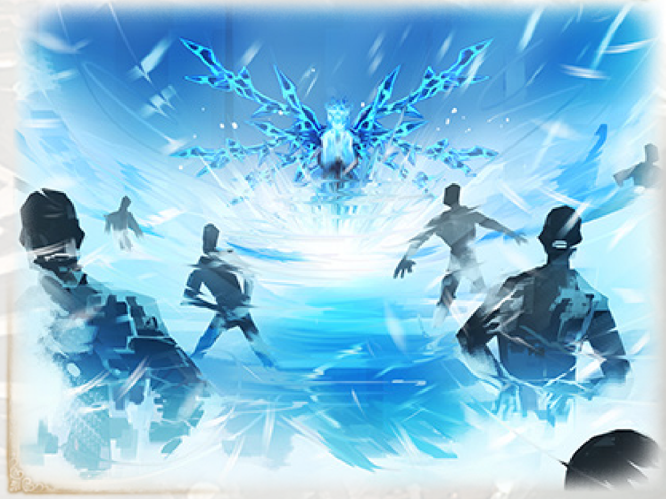
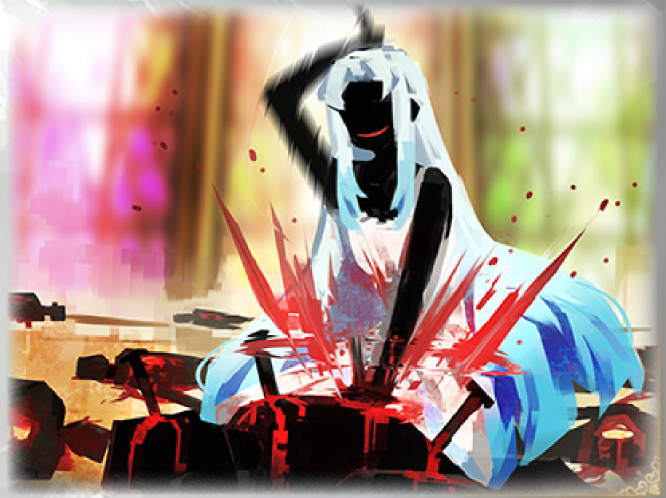
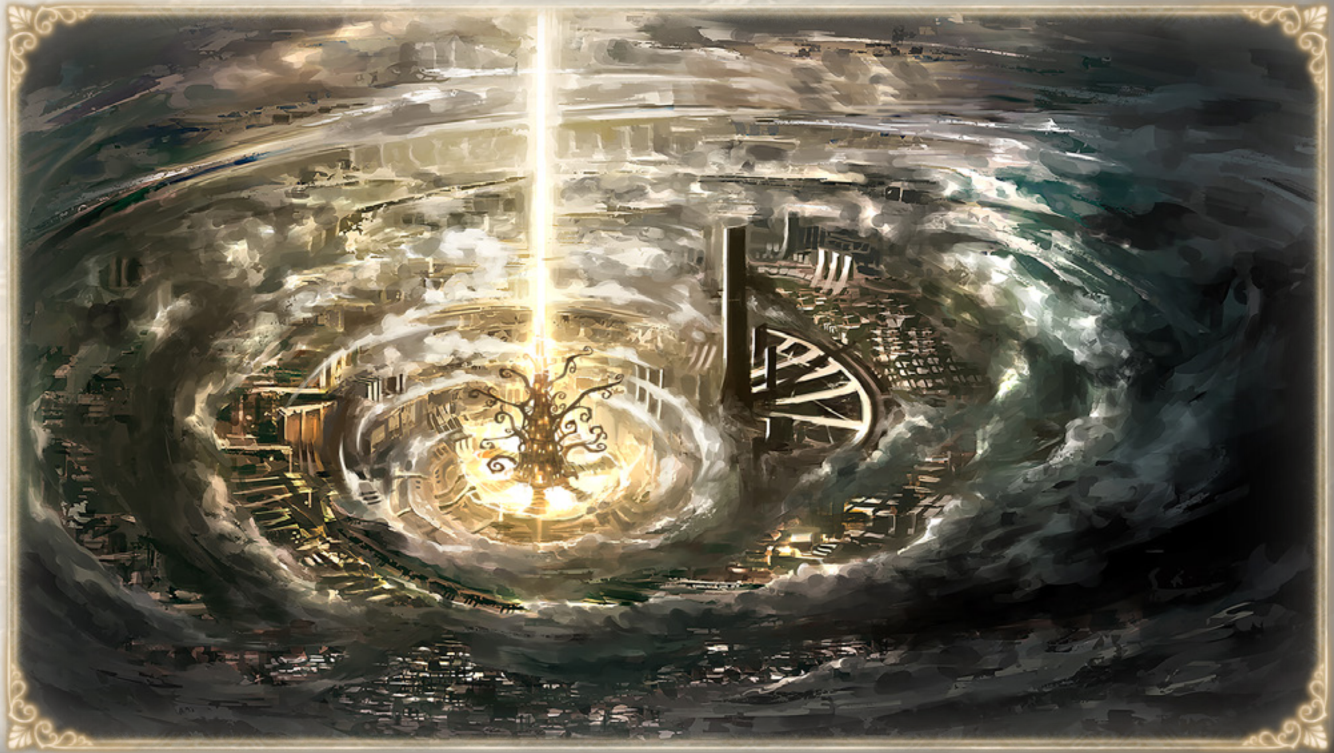




# The Floor of General Works'

## Final Episode

# The Reverberation Ensemble Distorted

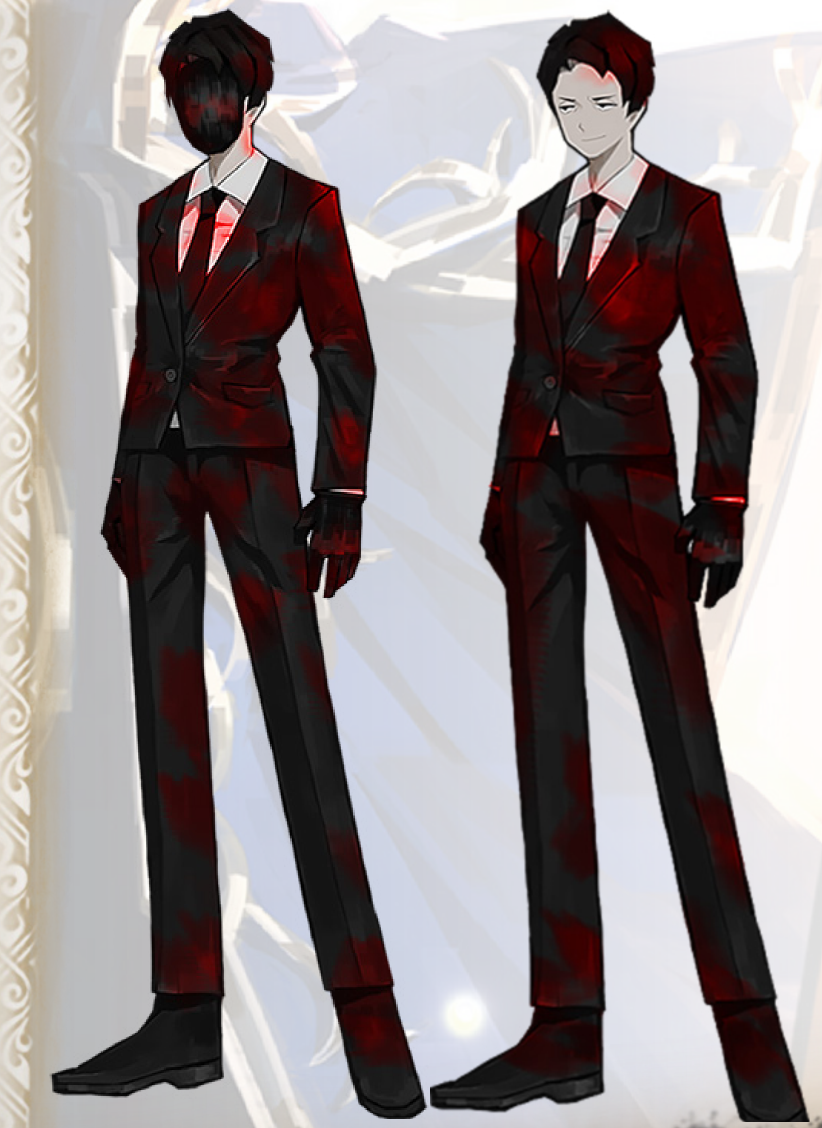
Unlike the Distortions we saw before, these people were able to maintain reason and capably control their powers. It's similar to how one would wield well-refined emotions. There isn't much I can add for them. I can only hope that they have no regrets with their choices to chase what they desire until the last moment and their consequences.

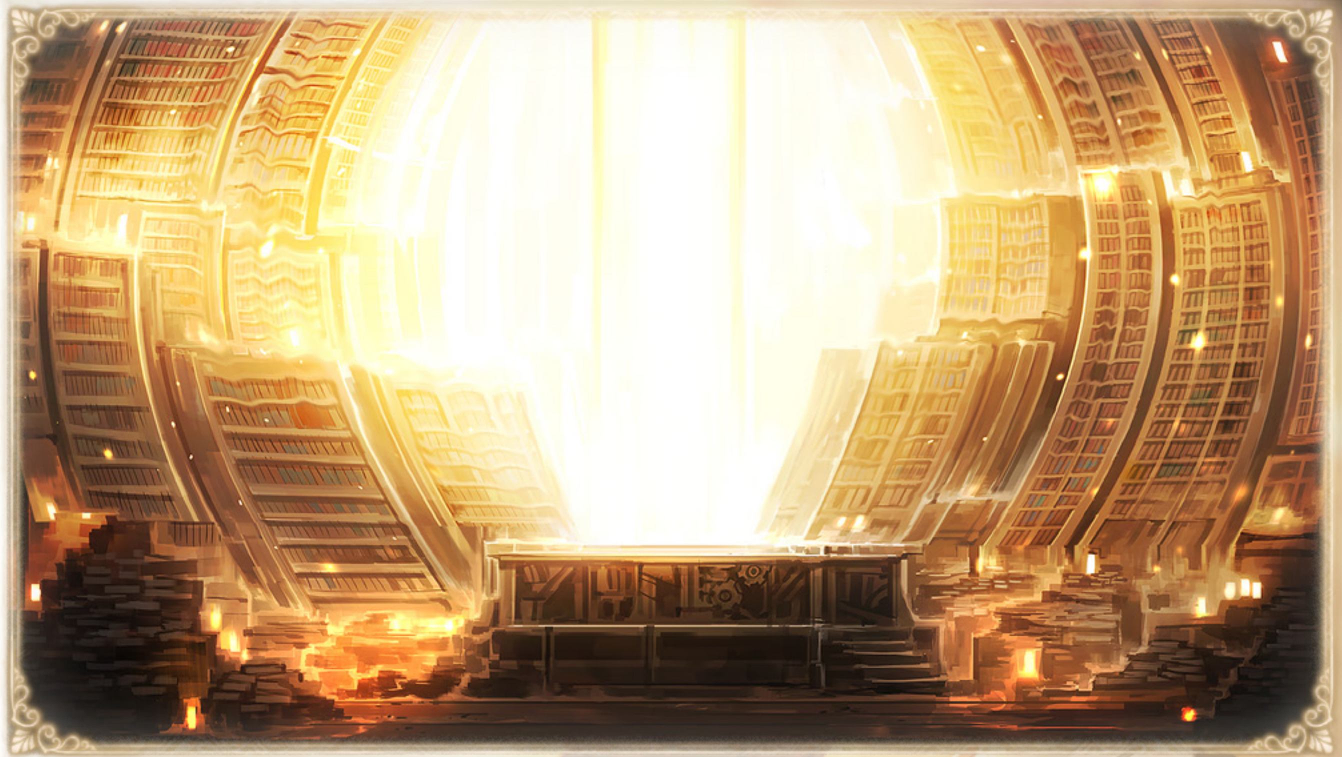
## Roland 롤랑

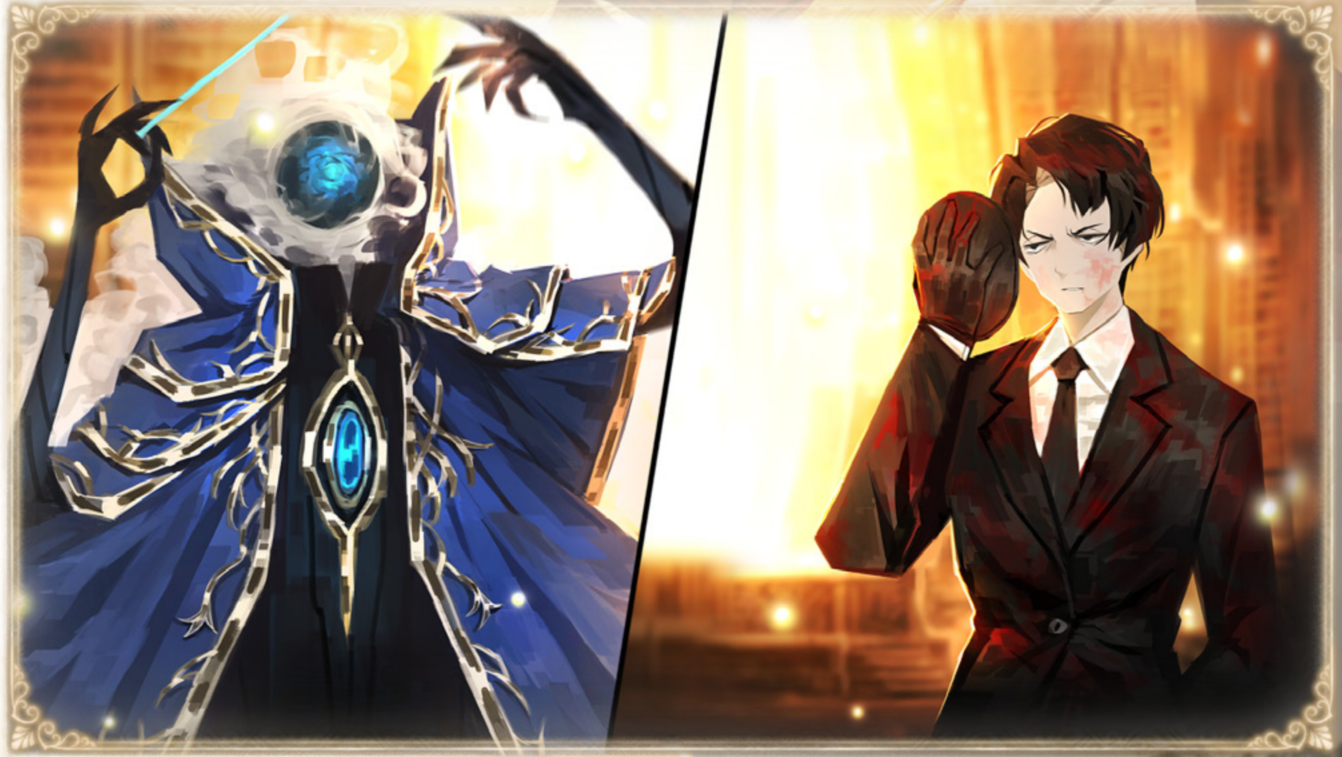
**VA** Son Soo-ho (손수호)

| | |
|---|---|
| Age | 33 Years |
| Gender | Male |
| Height | 178cm (~5'10") |
| Birthday | May 15th |
| Personality Traits | Showing Self-control<br>Calmed·Assured |
| Grade | ??? |
| Hobbies | Cooking |
| Specialties | Conversation·Amiable Attitude |
| Likes | Pajeon·Gukbap<br>HamHamPangPang's Toasted Sandwiches |
| Dislikes | Mildly-seasoned Food |

I'm thinking of following my good pal along the path taken as she pleases.







## Developer's Notes

KJH

The perception-blocking mask allows the wearer to blur their presence in the crowd. It's a rare device, similar to the gloves. It makes eyewitnesses perceive the wearer as little more than a random passerby grazing past the corners of their sight. That's why most people were unable to recognize Roland when he was using his wife's gloves, mistaking him for the Black Silence. The only identifiable feature was the quiet surrounding him created by the gloves, which the Black Silence was known for.

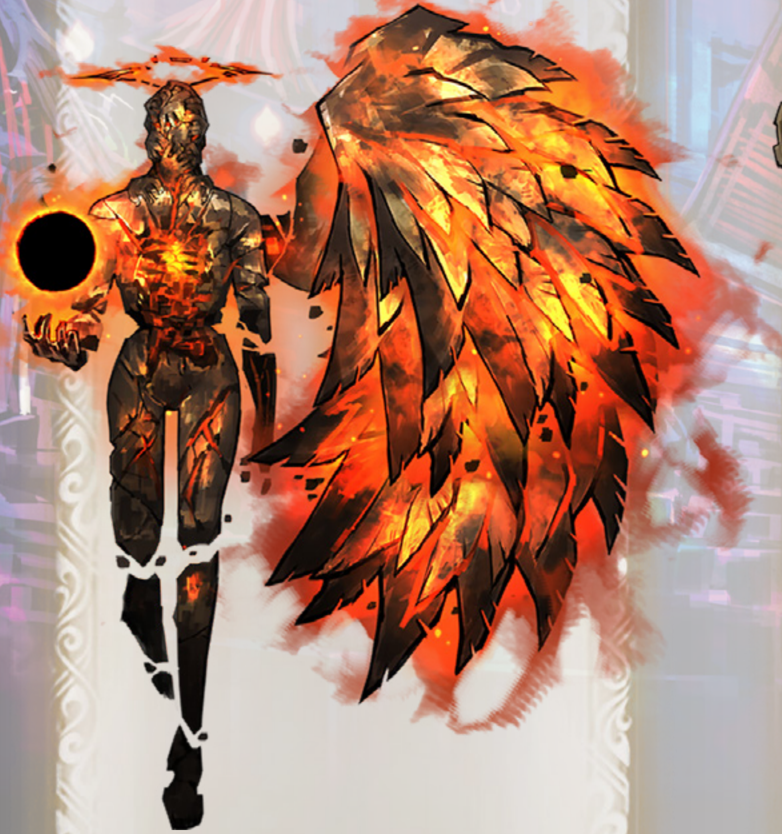
In the game, we intentionally left the existence and identity of the Black Silence vague. Whether Roland was actually the true Black Silence or not was irrelevant to Angela during the final act of the story. Although he wasn't a Color, Roland still had the skills to earn the trust of Charles and take the role of the leader in his Office.

Durandal was the only weapon Roland used originally.

# The Reverberation Ensemble Distorted

## Lower Floors

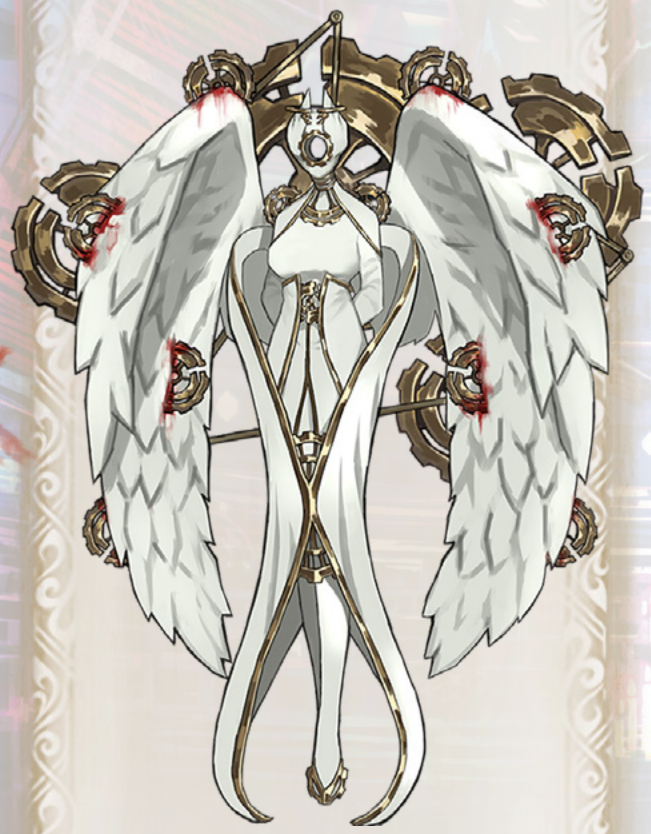
잔향악단 2차 하층



**Philip** 필립

**VA** Kim Minju (김민주)

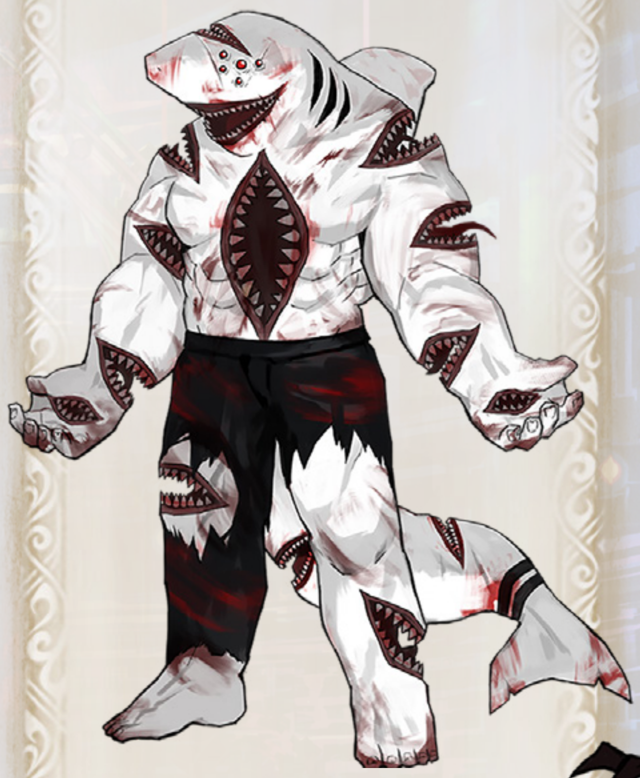
I only hope that no one
will have to suffer as I did.



**Eileen** 에일린

**VA** Lee Bo-hee (이보희)

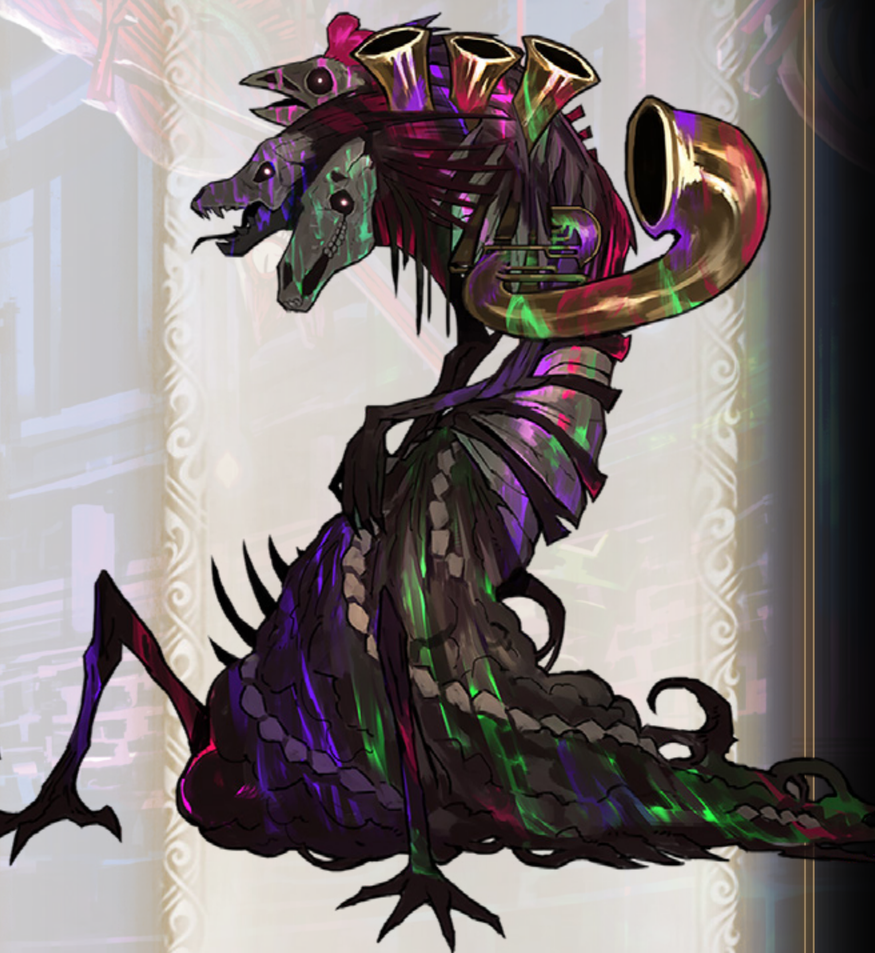
Accept this boon.
The harder you try to break free from the current,
the closer you'll get to misfortune···



**Greta** 그레타

**VA** Kim Sooyeong (김수영)

Cuisine unlike anything you've ever had···
Don't you want to try it?
Doesn't the thought make you salivate?
Hawhawhaw!



**Bremen** 브레멘

**VAs** Heehaw·Doodle-doo·Woof
(히호 · 꼬끼오 · 웡)

Neeeiiigh!!! Neigh!!! Arf!!!
Bawk. Bwakbawk. Bawk. NEIIIIGH!!!

## Developer's Notes

**KJY** I saw that many people were struggling to find references to Greta and Philip in the background. The objects hanging on hooks like meat at a butchery market are Greta's, and the candles placed at the far back are Philip's. :D

I struggled to think about what sound Bremen should make after distorting···
Fortunately, the folks at Studio EIM provided a voice that doesn't deviate too much from the other Ensemble members but still has a mystical feeling, which I was so glad to have! It was like a musical instrument.

**KHN** Eileen appears slender and delicate, yet powerful. It sounds ironic, but she really is. And I like that side of hers. In addition, her poses were in the style that I was the most confident I could bring to life.

**MJY** I increased the size of the laser fired by Philip when he uses Wound of Sorrow, thinking that it could use a visual upgrade over the version in the first Reverb Ensemble encounter. However, the result bore a heavy resemblance to the energy blasts often seen in a popular comic series, so I rolled it back.

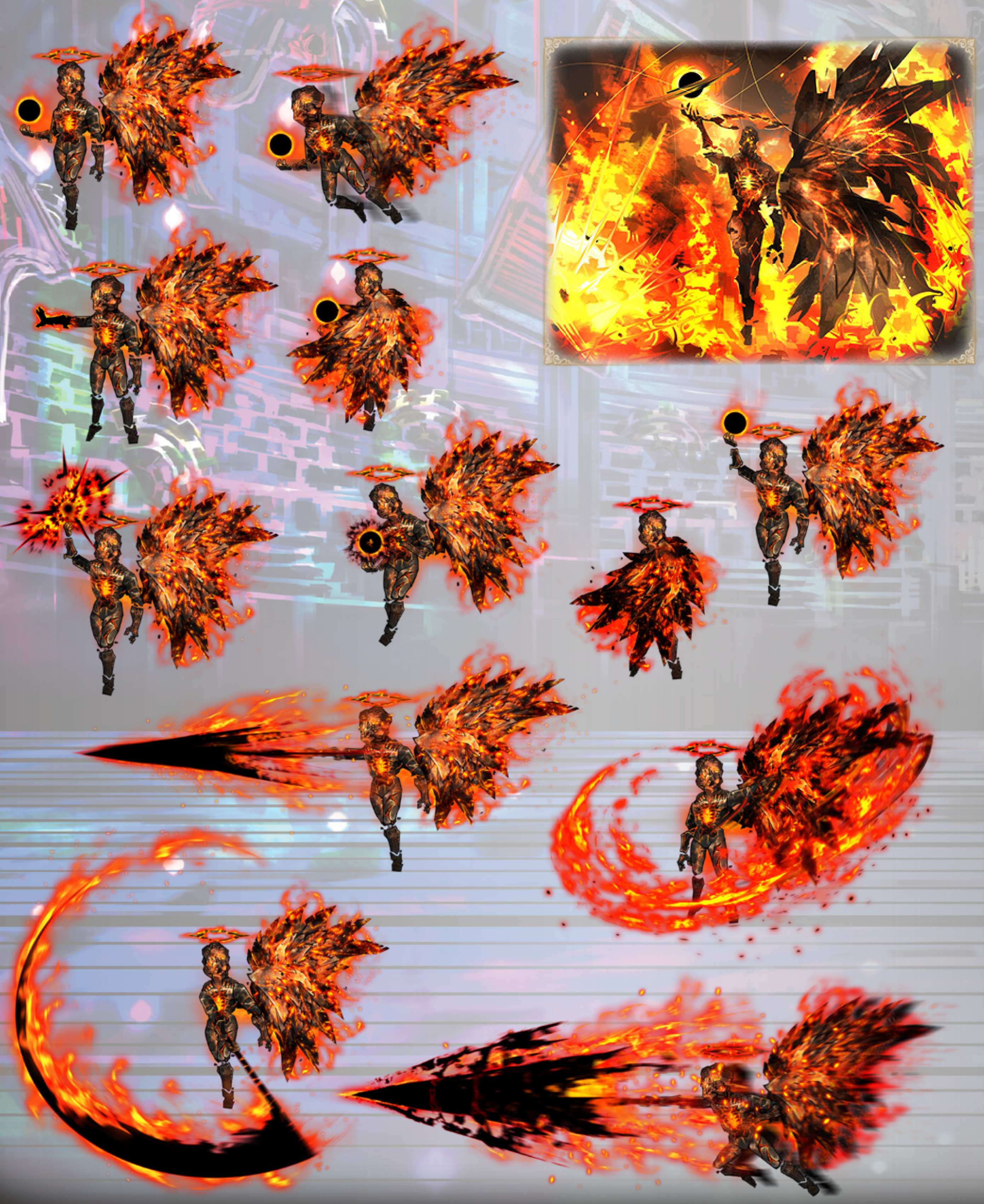
**KJH** The Crying Children's design was so intense, we considered changing it to avoid Distorted Argalia from being overshadowed by its sheer grandeur and impact. Each of the three designers took charge of level design for one layer of the second reception of the Reverberation Ensemble.

**JMJ** From the number of Speed Dice, to the distribution of mass attacks, to the traits of individual characters, a lot of thought went into composing the battle. I designed an act where Eileen and Bremen support their allies while Philip and Greta take the frontlines. I remember considering all the passive abilities and Combat Pages to make this a proper follow-up to the previous fights as much as possible.

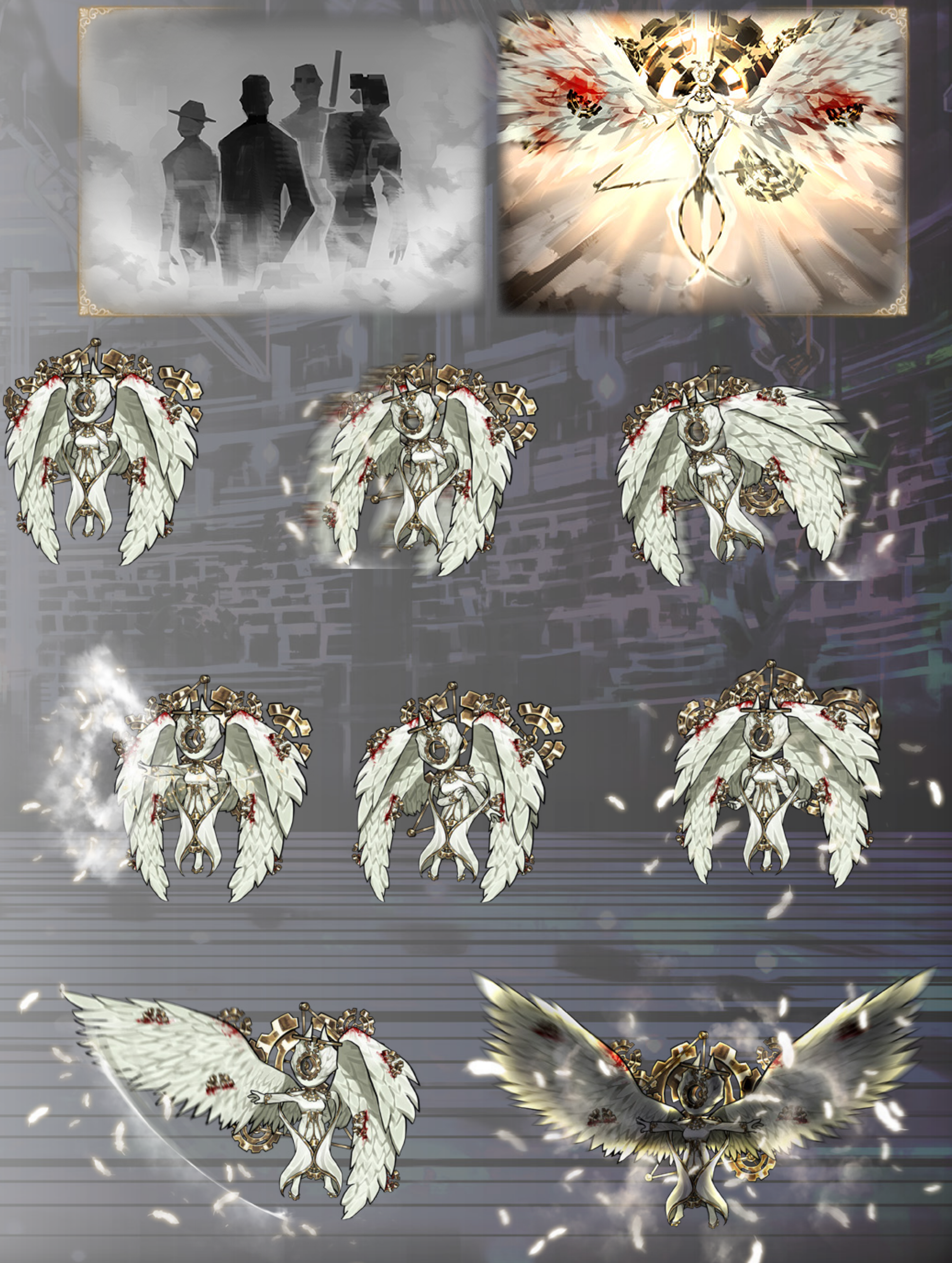
# The Reverberation Ensemble Distorted

Lower Floors

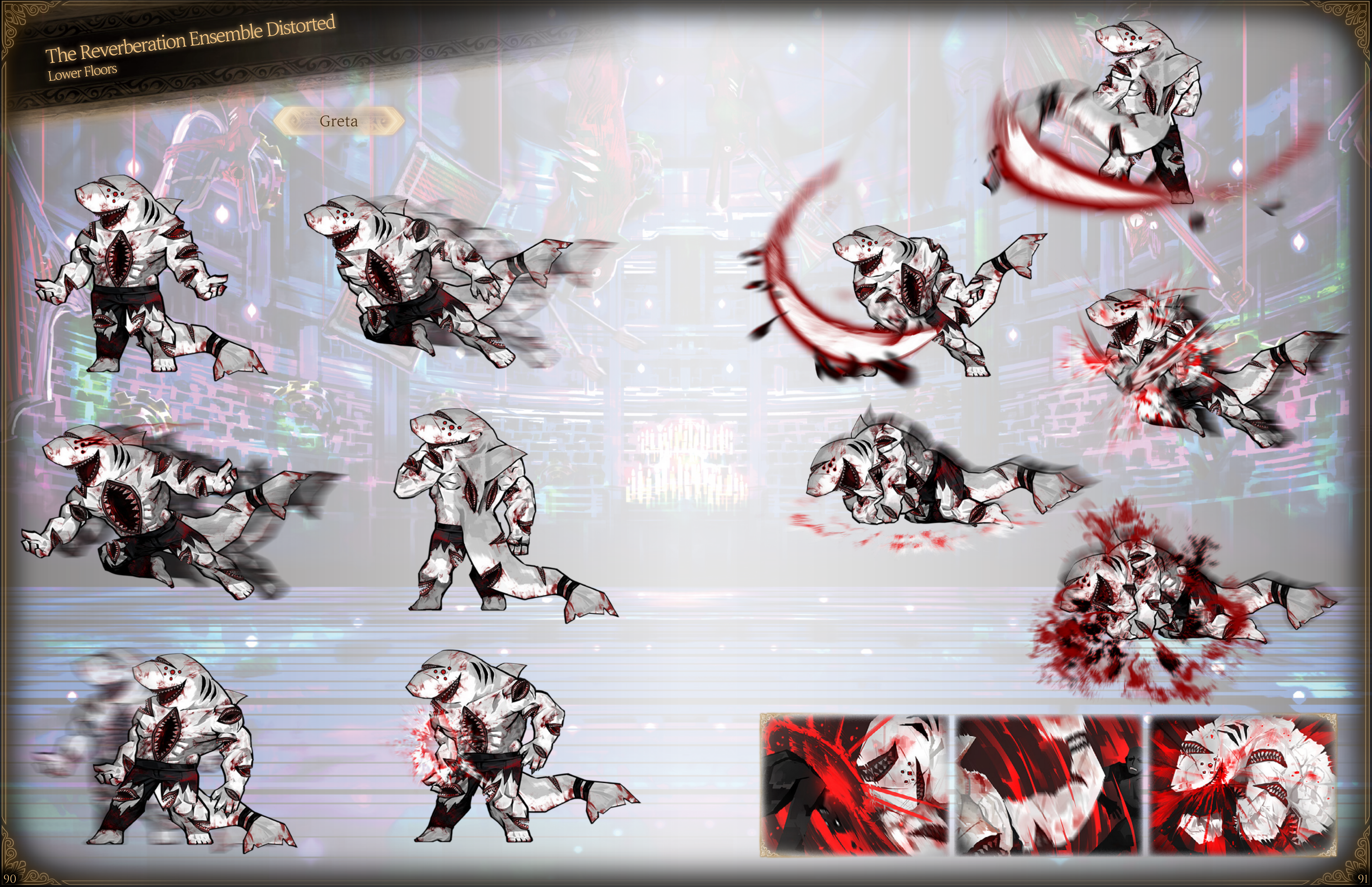
## Philip



## Eileen



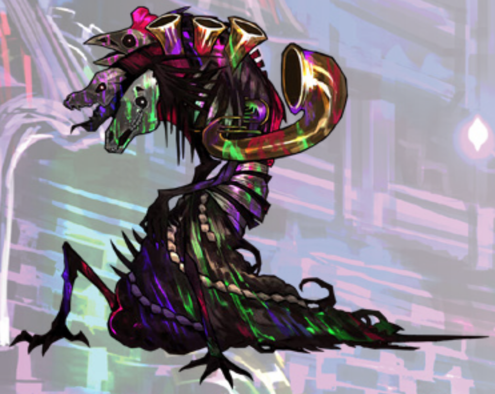
## Greta

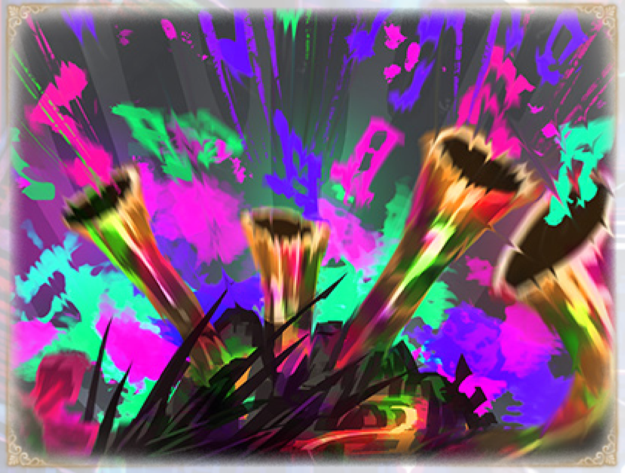


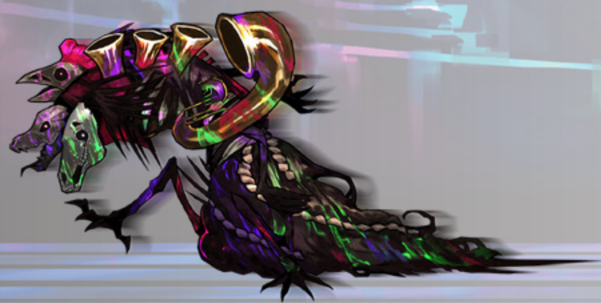
## The Reverberation Ensemble Distorted

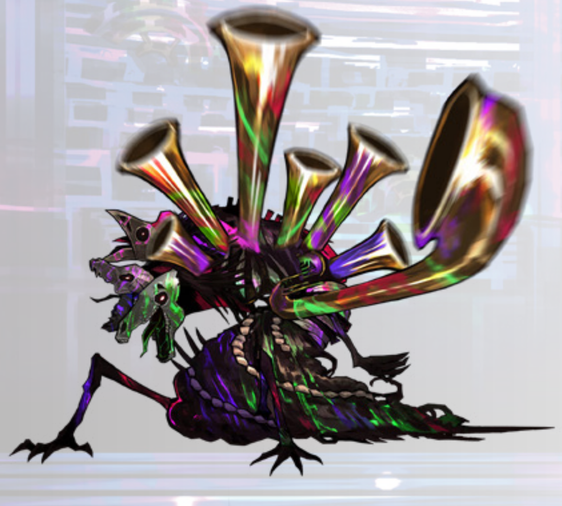
Lower Floors

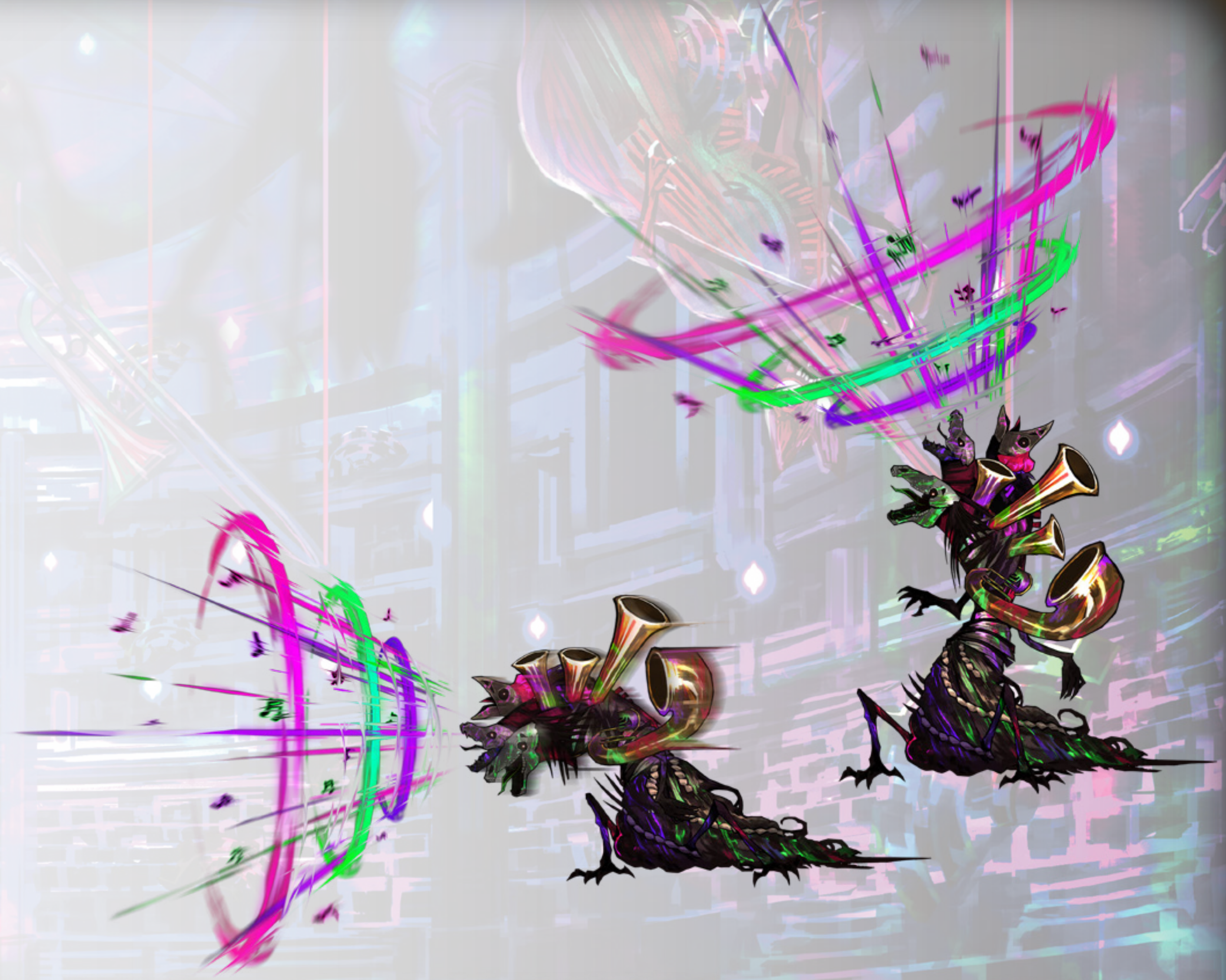
**Bremen**

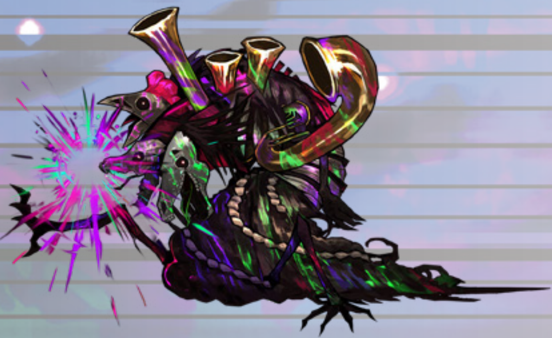


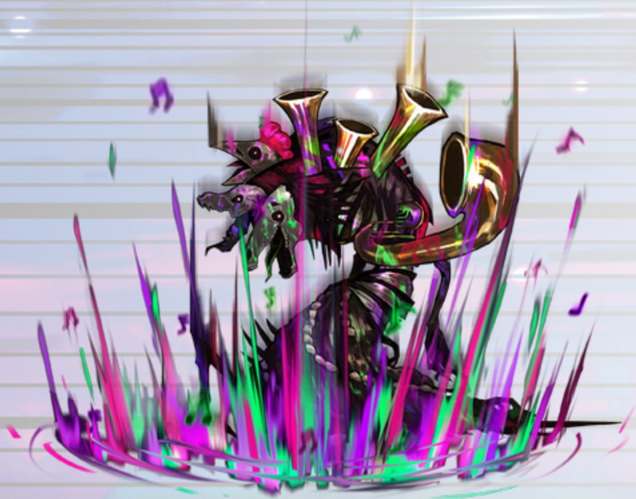


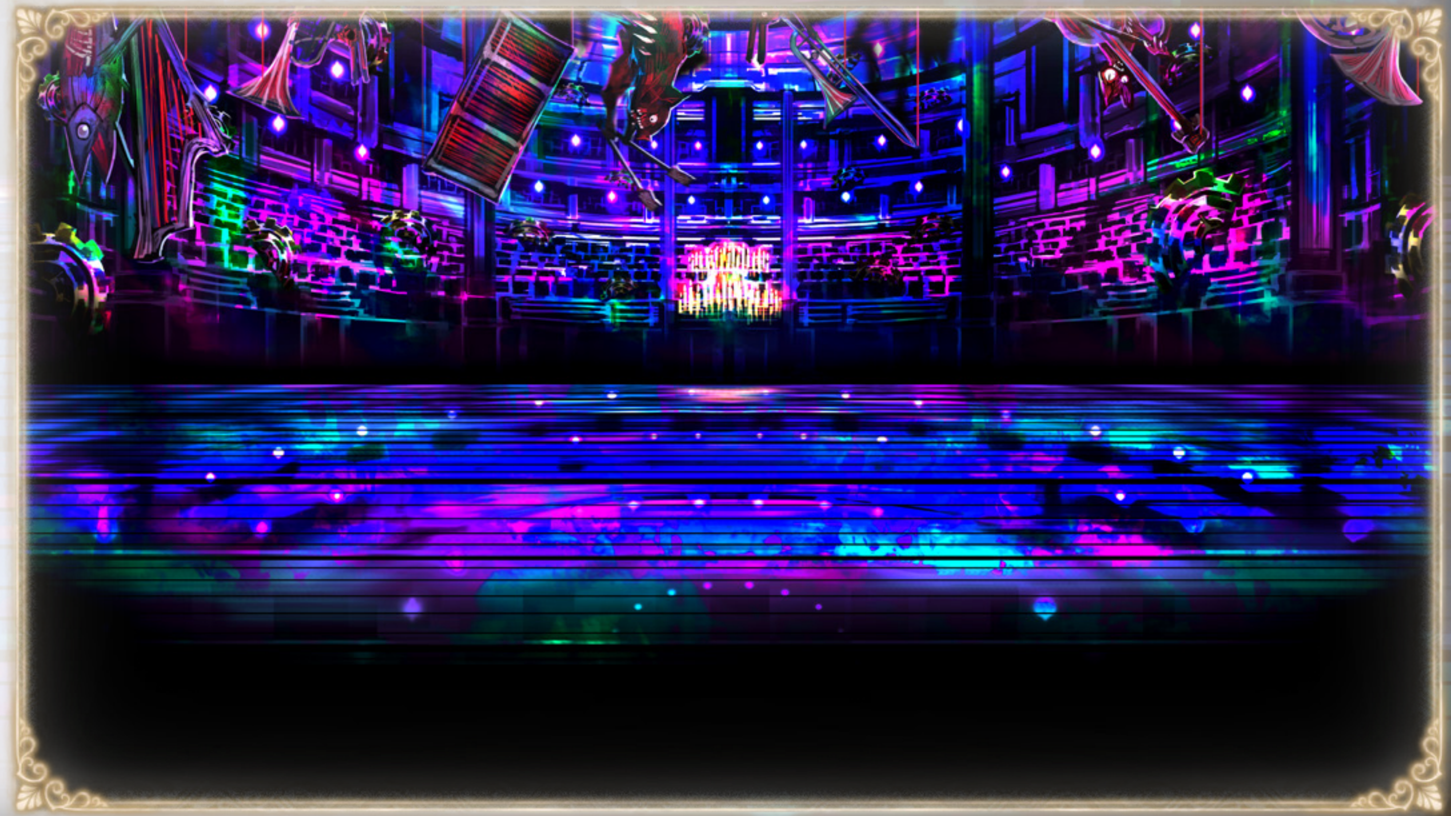






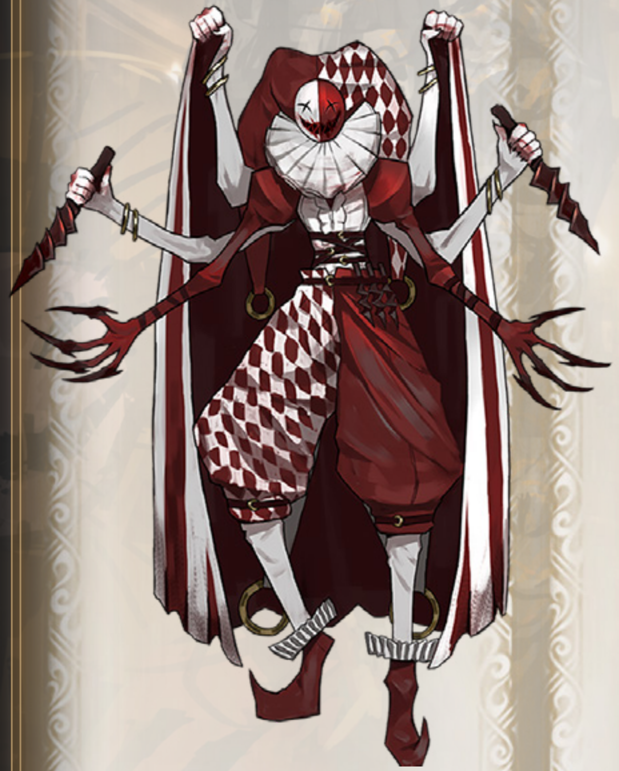






# The Reverberation Ensemble Distorted

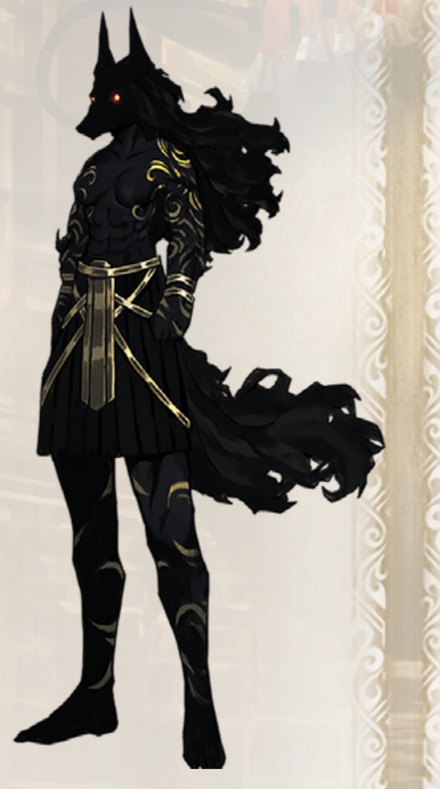
## Middle Floors



### Oswald 오스왈드

VA Kim Myeong-jun (김명준)

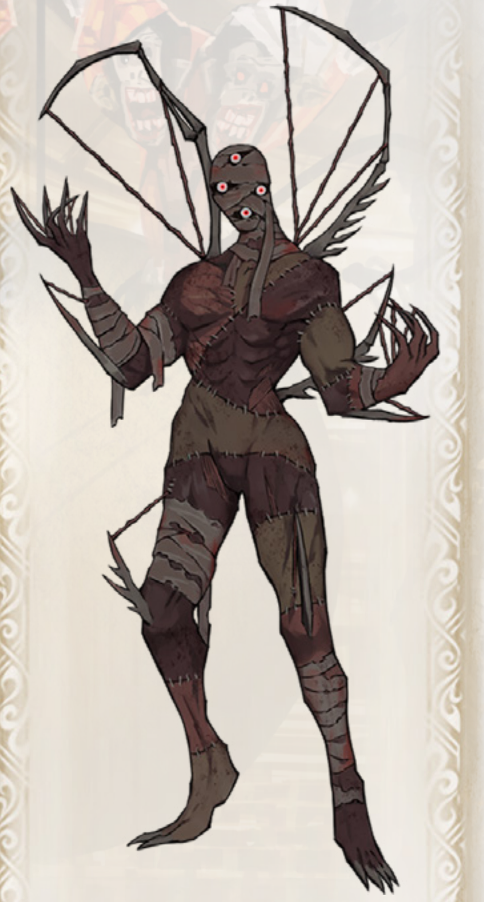
Now, now! There's no time to waste!
The flower doesn't wait for the rain,
you know?



### Tanya 타냐

VA Cheon Jiseon (천지선)

Better to be shameless about it.
Be honest with yourselves.



### Jae-heon 재헌

VA Park Ju-kwang (박주광)

Don't you wish to cut down the strings
tugging at you against your will?

## Developer's Notes

**KJY** I get glimpses of Oswald watching Jae-heon make a new friend for his troupe with twinkling eyes. He'd be able to stay cheerful and frolic about wherever he goes··· I liked the pose where Oswald hops along for how it embodied his character vividly.

**LYM** I was in charge of designing Oswald and Jae-heon's cute little tag team action in the middle layer battle. I told myself that I should refrain from making more coordination gimmicks while working on the third phase of the Black Silence's battle, but then I found myself back into suffering by designing another coordination gimmick. Also, Oswald in the Combat Page artwork is so very lovely.

**KJH** Designing attacks for Oswald and Jae-heon was a challenge. While the visuals of the Distortions themselves were good, neither of them could really be described as combat-oriented; I had only considered characterization and never stopped to think about how they would act in combat when we first designed those two Distortions.
Fortunately, the designers and artists went the extra length and gave them nice and appropriate poses.

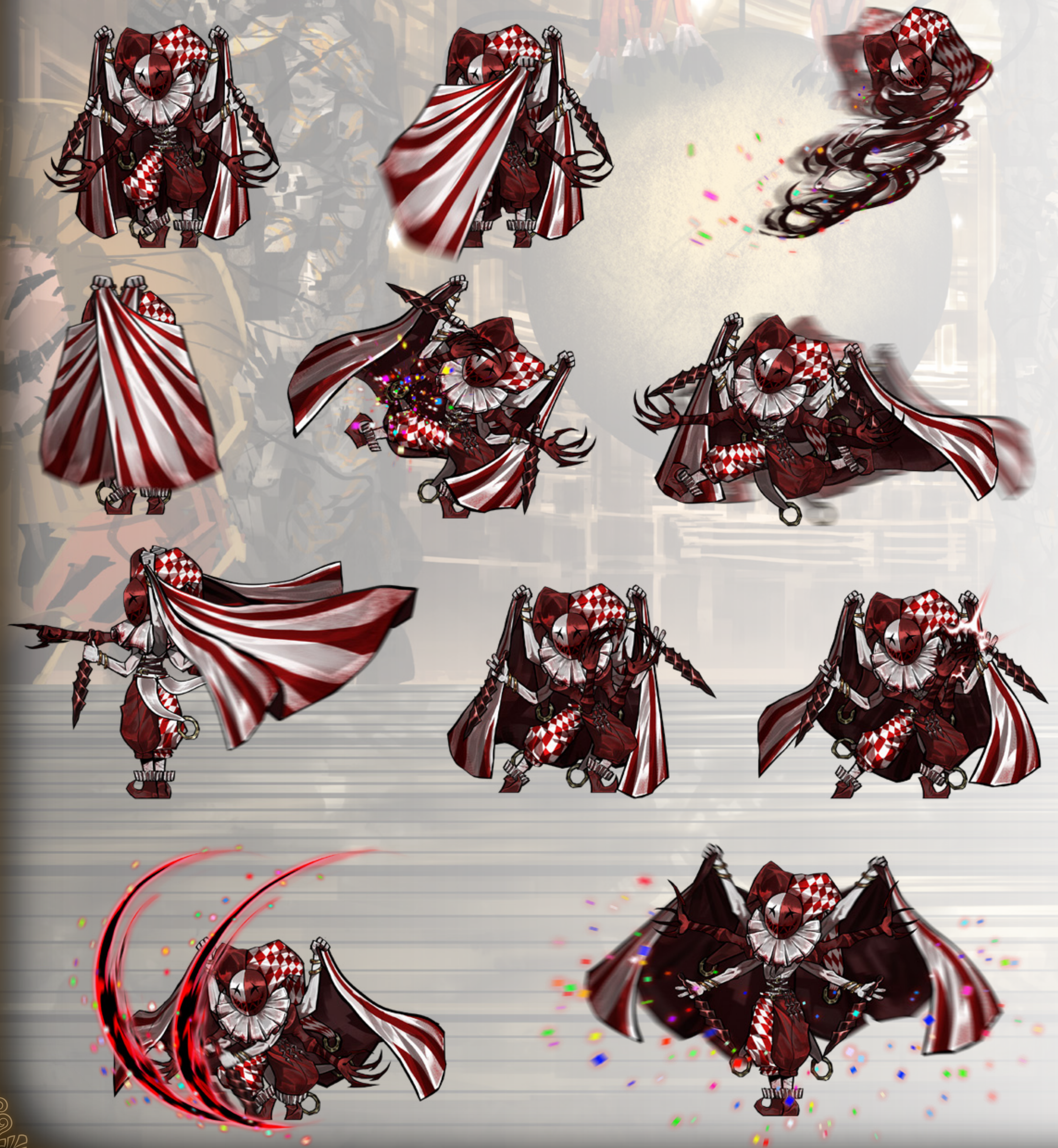
**KHN** I wanted to show Tanya's toned body that she'd been keeping hidden under her suit. I brought a bunch of anatomy books to reference for her poses. Opportunities to draw well-defined muscles on female characters don't come by often, and I was elated to be able to seize one. It was a greatly valuable experience.

They say weird and strong characters like to strike these kinds of poses, right? When I saw Jae-heon's full body art, one thing was certain to me: that I should make his poses look as powerful as I can. So I tried to pose him in a more exaggerated manner compared to the first round.

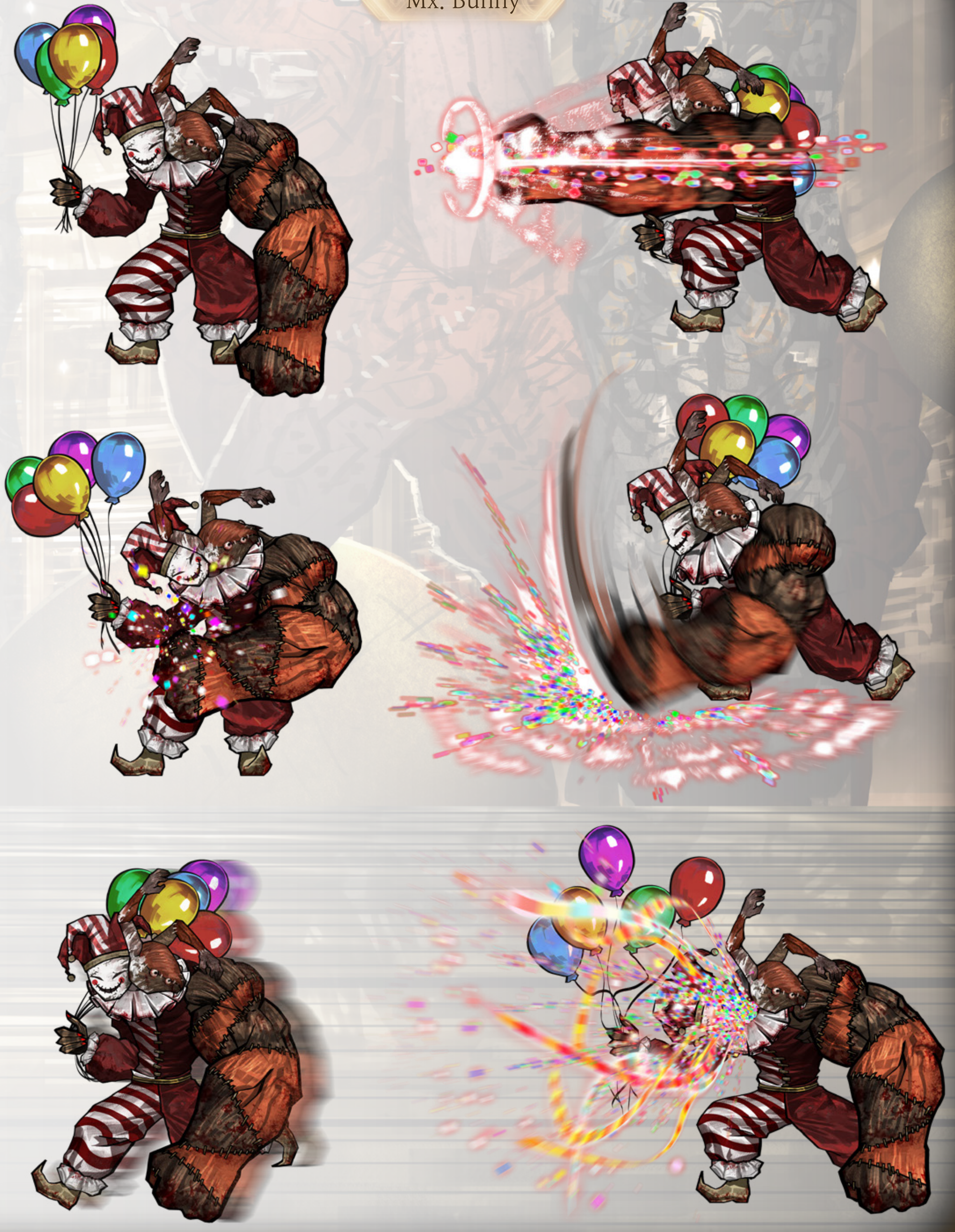
# The Reverberation Ensemble Distorted

## Middle Floors

Oswald

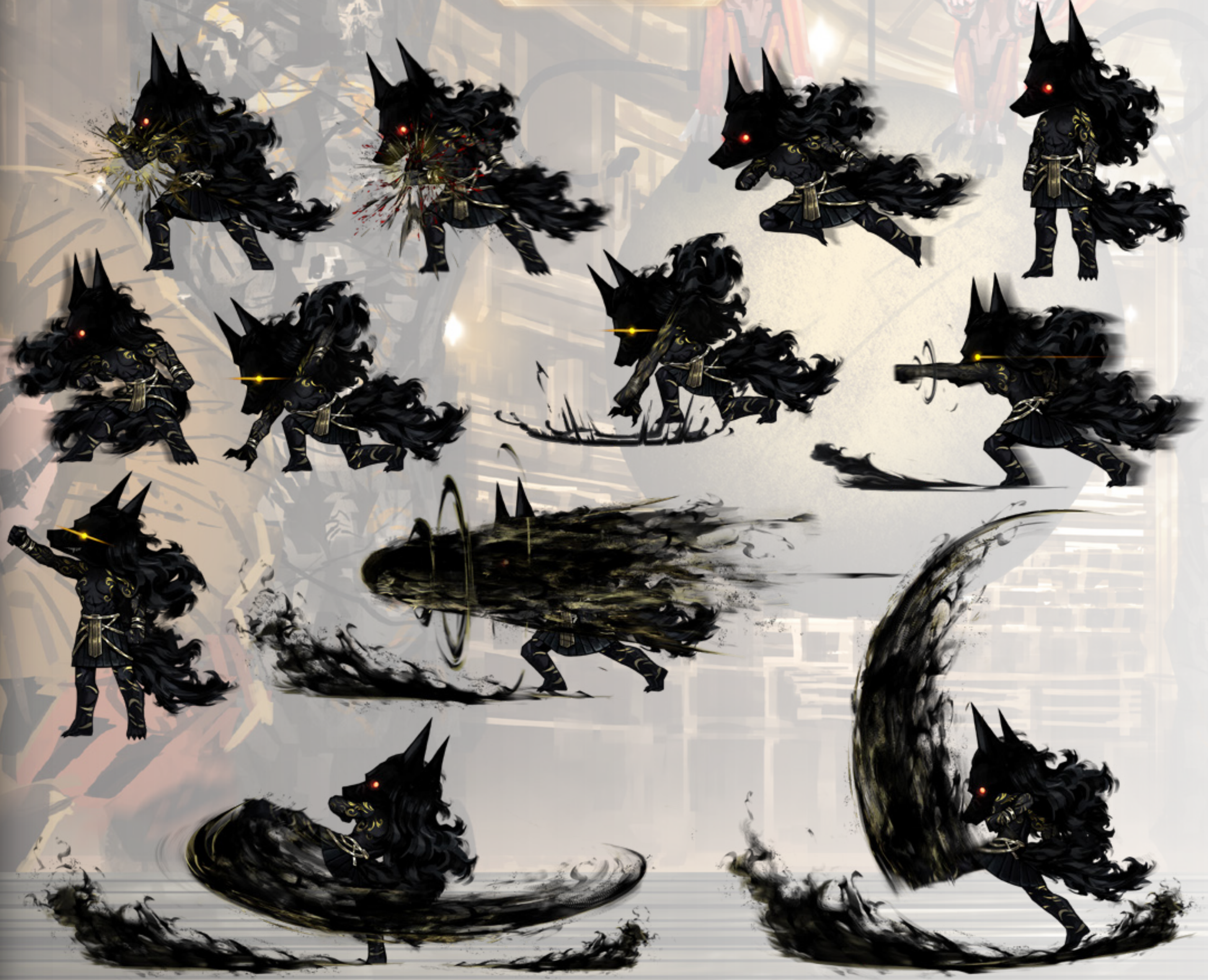


Mx. Bunny

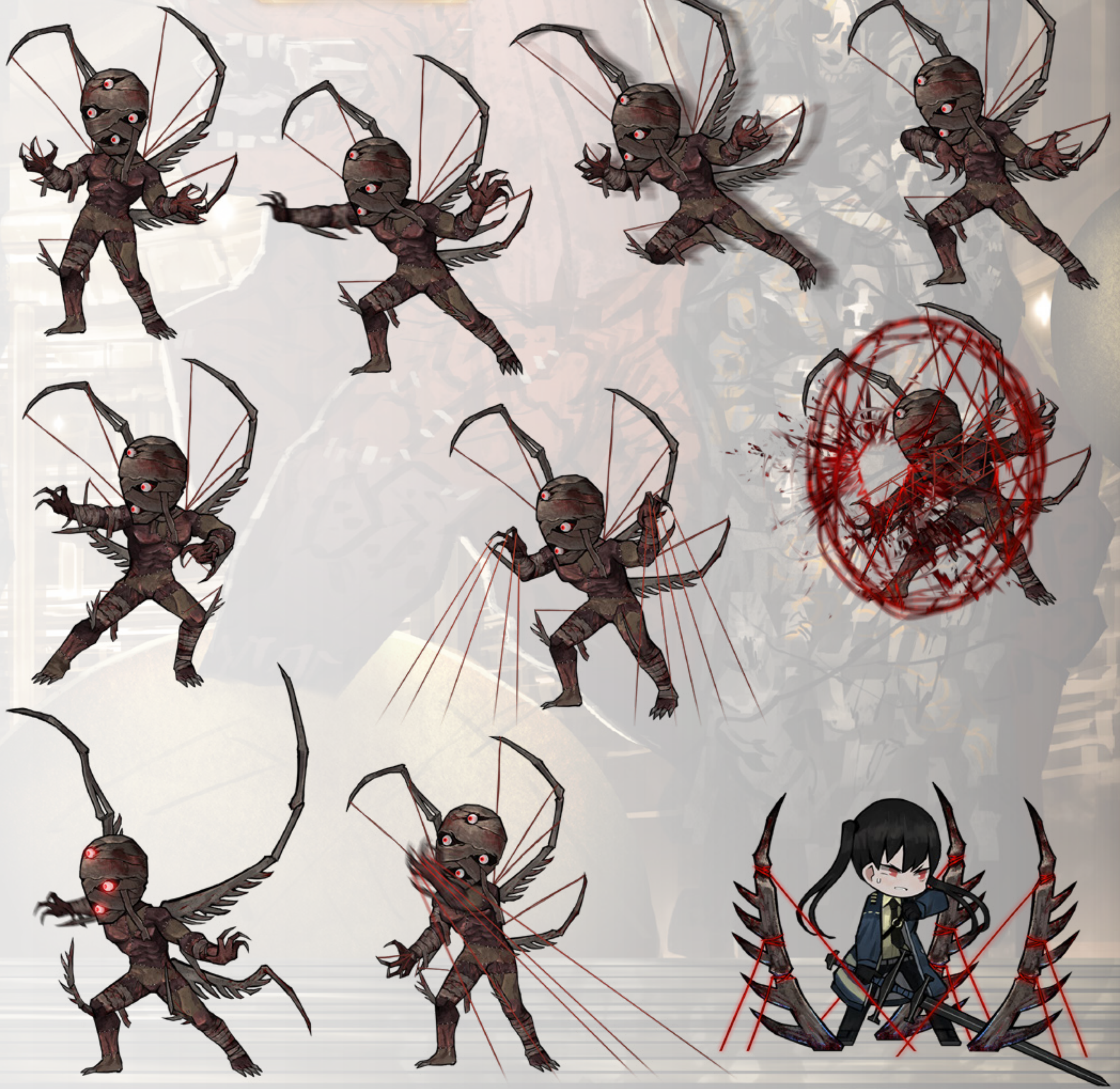


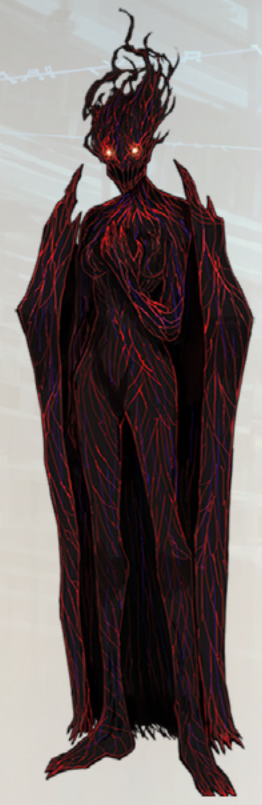
# The Reverberation Ensemble Distorted
## Middle Floors

### Tanya



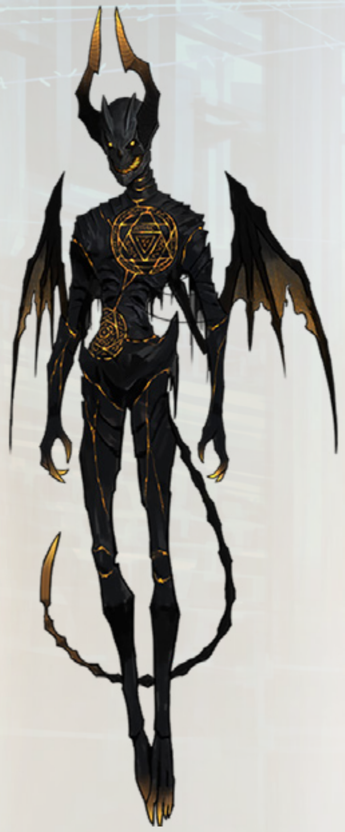
### Jae-heon





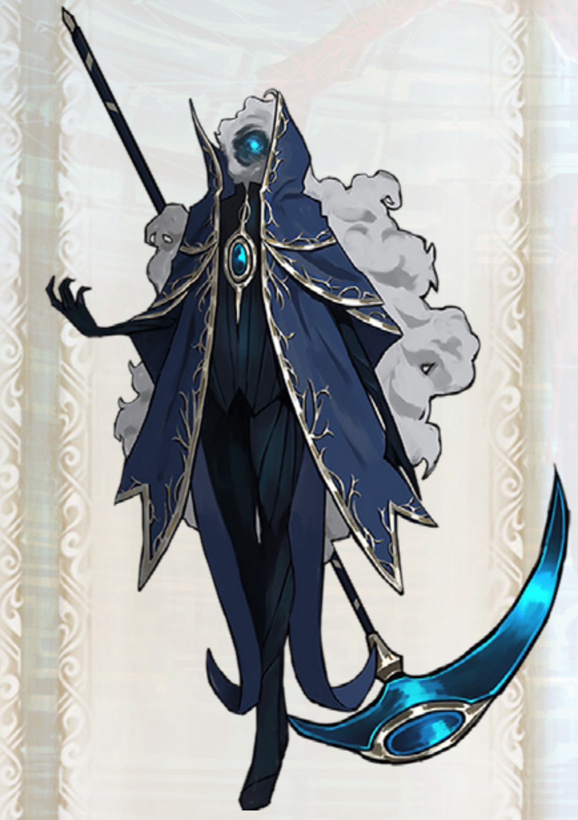
**Elena** 엘레나
VA Yun Ayeong (윤아영)

The freedoms I've seen and heard
were all temptations
trying to lure me into tighter shackles!



**Pluto** 플루토
VA Kwon Seong-hyeok (권성혁)

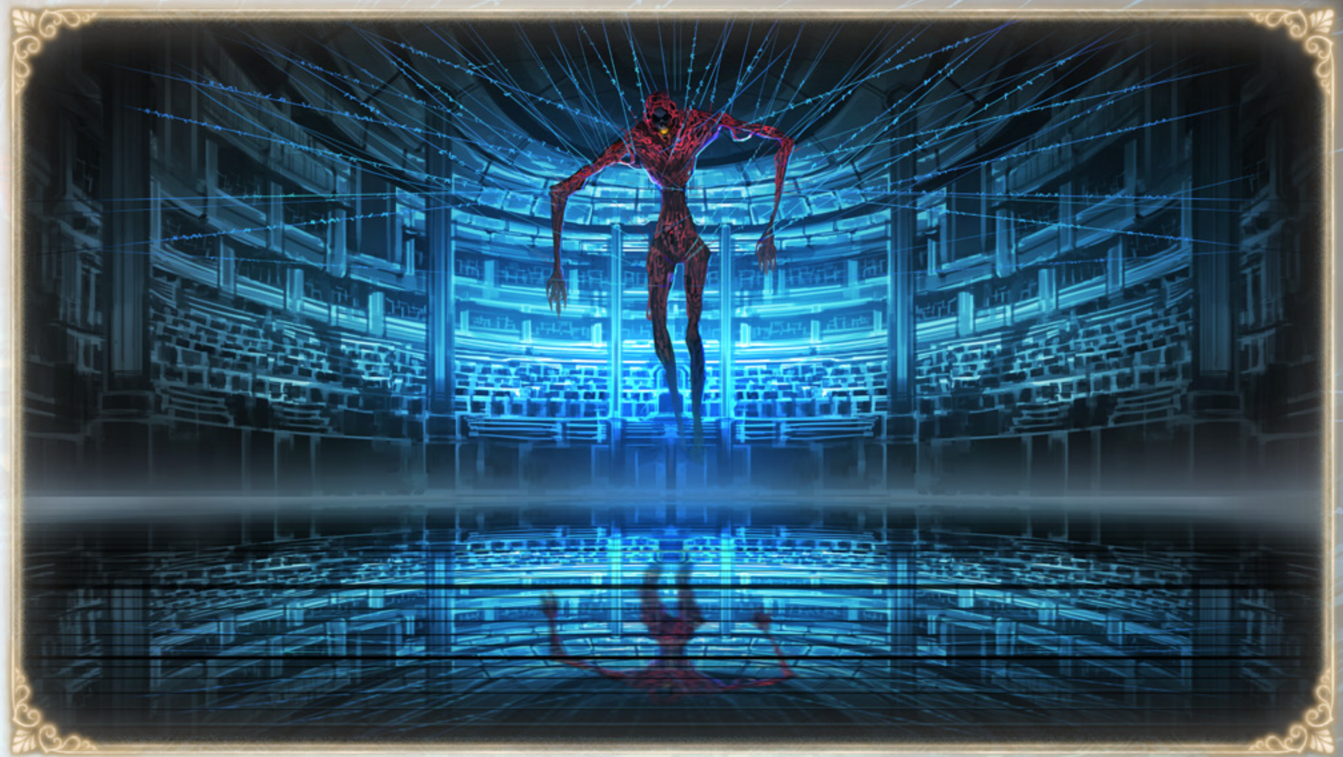
Thus, there exists a limitation,
an end in the form of death.



**Argalia** 아르갈리아
VA Hwang Chang-yung (황창영)

Your performance may be reaching an end,
but I do hope you'll shine gorgeously
in your own right.

**KJH** The large heads particularly stuck out for the chibi sprites of Elena and Pluto, which was a pity as it diminished their imposing aura. During the post-battle sequence, there's a scene where Roland and Argalia duel in their chibi sprites. This scene was inspired by a fanmade video I'd seen on the internet, which had Argalia and Roland exchanging blow after blow constantly in their chibi combat sprites. I watched it for a while, and then it occurred to me that this could be good to use as a dramatic finish to the battle.



Can't you feel this tremor?

Could there be an overture with a rhythm
more beautiful than this?
We'll complete our own score.
One that can be played indefinitely,
even if there seems to be an end…

So you shall take the honor of remembering
the first note of this everlasting performance.

Developer's Notes

**KJY** I'm partial to Argalia's pose where he lifts his hands like a conductor. I'm also a fan of his elated tone before beginning the performance.

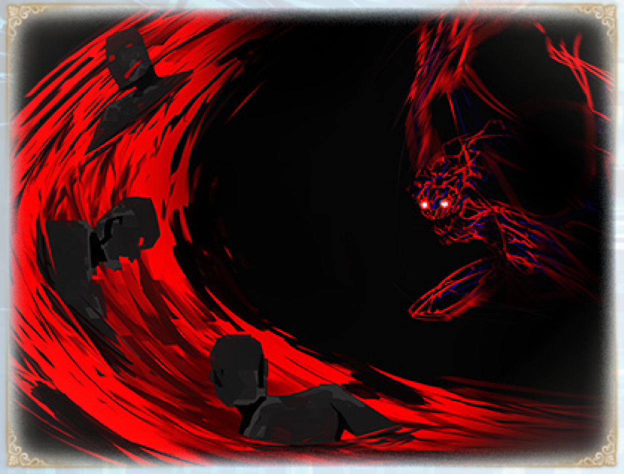
If you ever wondered if the object hanging in the background is there because it contains multiple meanings, you probably guessed right. The object holds significance for Argalia, Elena, and Pluto.

His poses are rather extravagant as opposed to his usual relaxed and carefree self, but seeing him raise his hands to lead the performance gets my heart pumping. The excitement in his voice as he's about to begin the performance he dearly wished for adds to that thrill. Argalia's eagerness is almost palpable in his demeanor. As discussed in another chapter, I am a huge fan of this side of Argalia.

# The Reverberation Ensemble Distorted

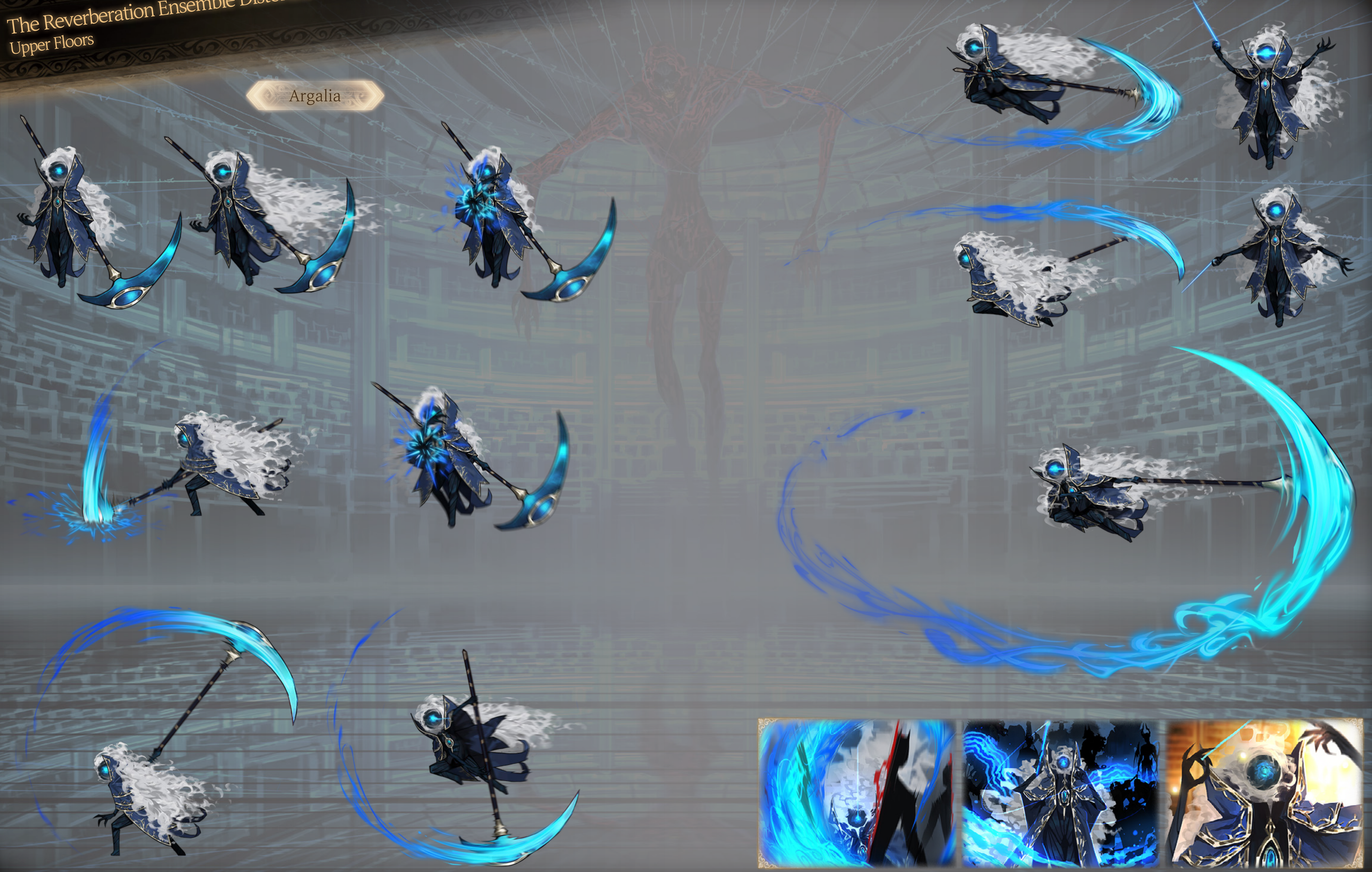
## Upper Floors

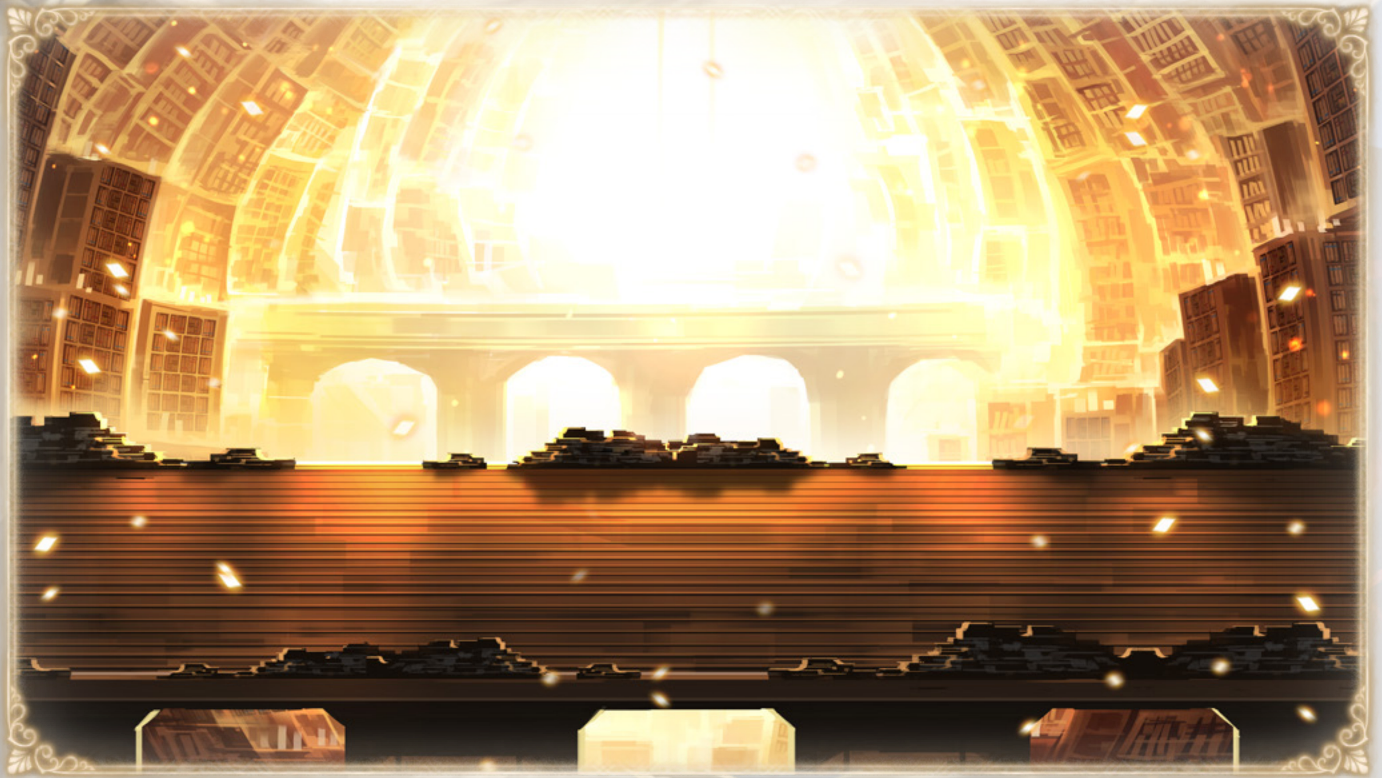
### Elena

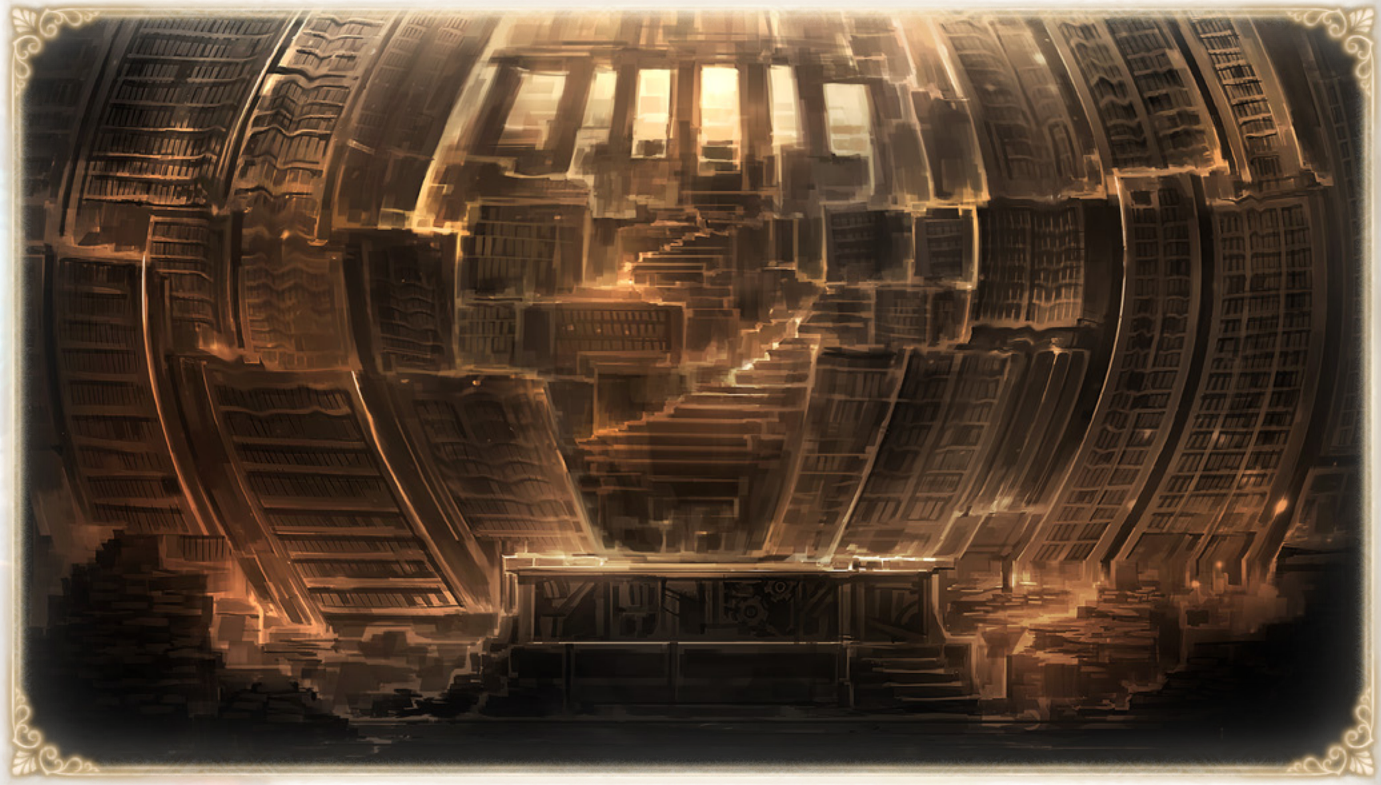


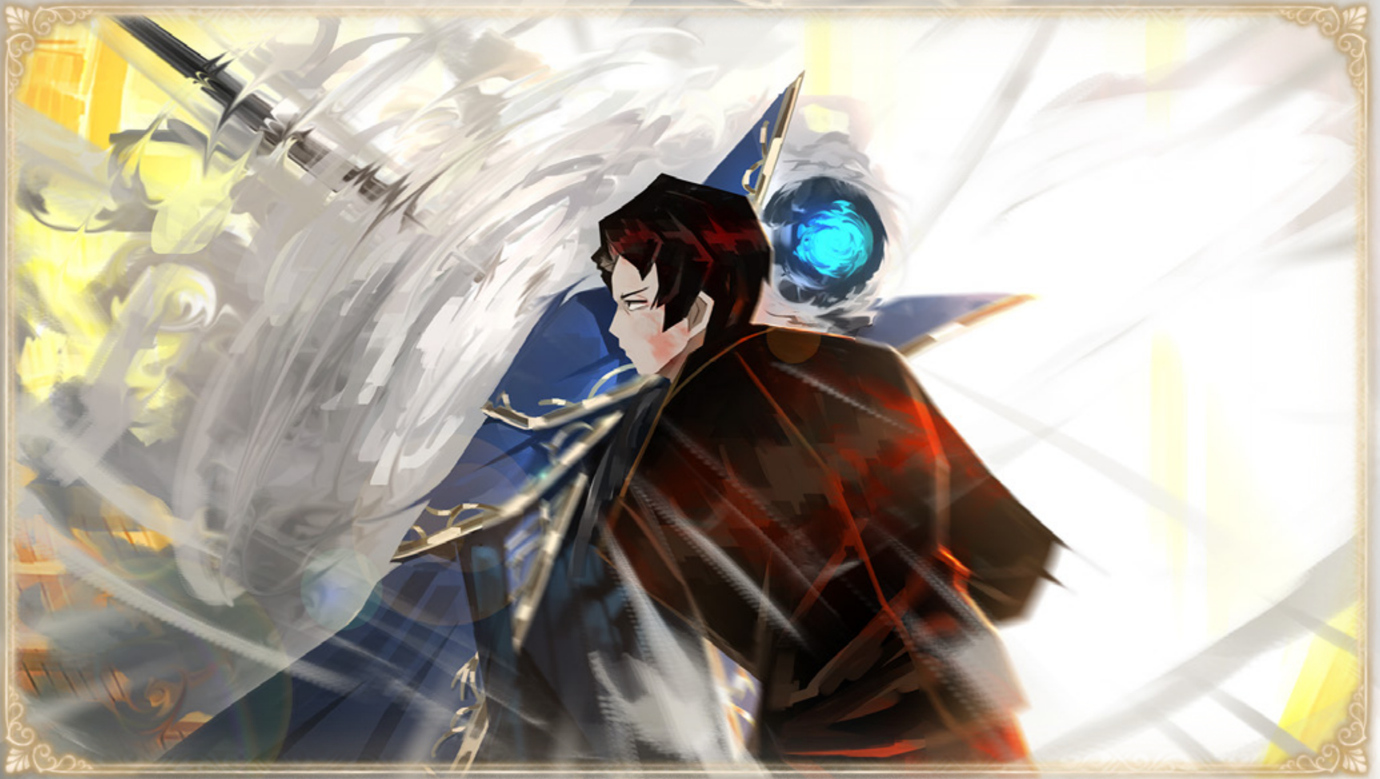
### Pluto

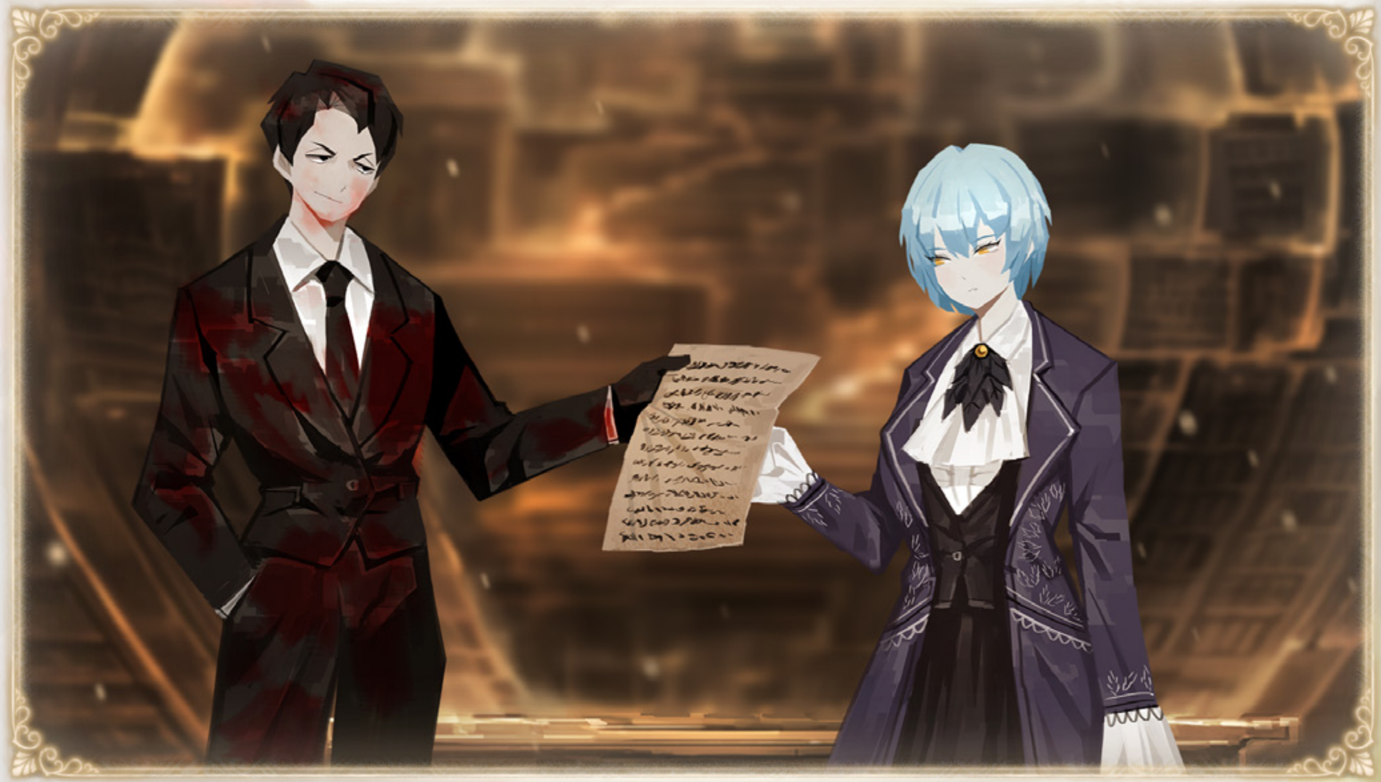
## Argalia





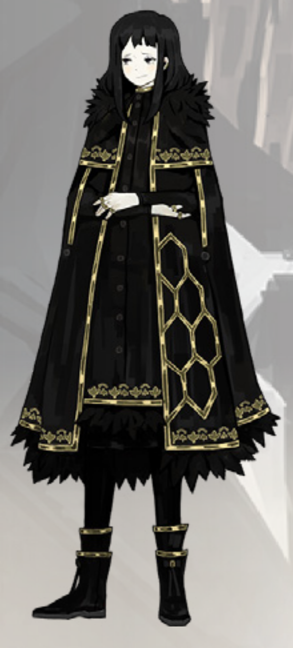






# The Head · The Eye · The Claw

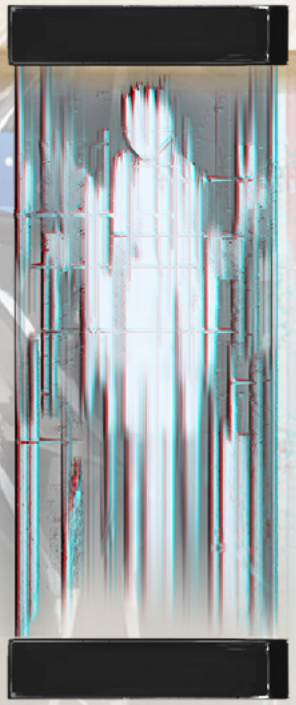
The effective governing body, overseeing the City as a whole. It's such a secretive organization, next to nothing is known about it. As such, there's pretty much no record of them that I could leave here. Ah, if there is one thing I can say about the Head··· It's that if someone violates the rules of the City that they lay down, the transgressor will be taken care of in ways unique to them. For what reasons did they establish those rules, and what ethical and moral standards do they hold··· I do find myself wondering the answer to these questions. Maybe one day I will find out in my pursuit of knowledge.



## Zena 제나

VA Gabin (가빈)

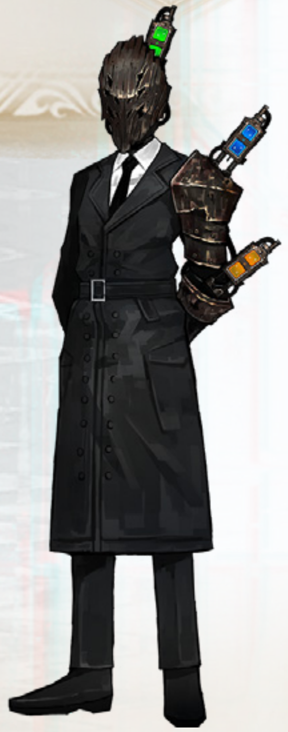
| | |
|---|---|
| Age | ??? |
| Gender | Female |
| Height | 164cm (~5'5") |
| Birthday | ??? |
| Personality Traits | ??? |
| Hobbies | ??? |
| Specialties | ??? |
| Likes | ??? |
| Dislikes | ??? |



## Luda 루다

VA Lee Myeong-ho (이명호)

| | |
|---|---|
| Age | ??? |
| Gender | ??? |
| Height | ??? |
| Birthday | ??? |
| Personality Traits | ??? |
| Hobbies | ??? |
| Specialties | ??? |
| Likes | ??? |
| Dislikes | ??? |



## Baral 바랄

VA Choi Hyeonsu (최현수)

| | |
|---|---|
| Age | ??? |
| Gender | ??? |
| Height | 184cm (~6'0") |
| Birthday | ??? |
| Personality Traits | ??? |
| Hobbies | ??? |
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| Likes | ??? |
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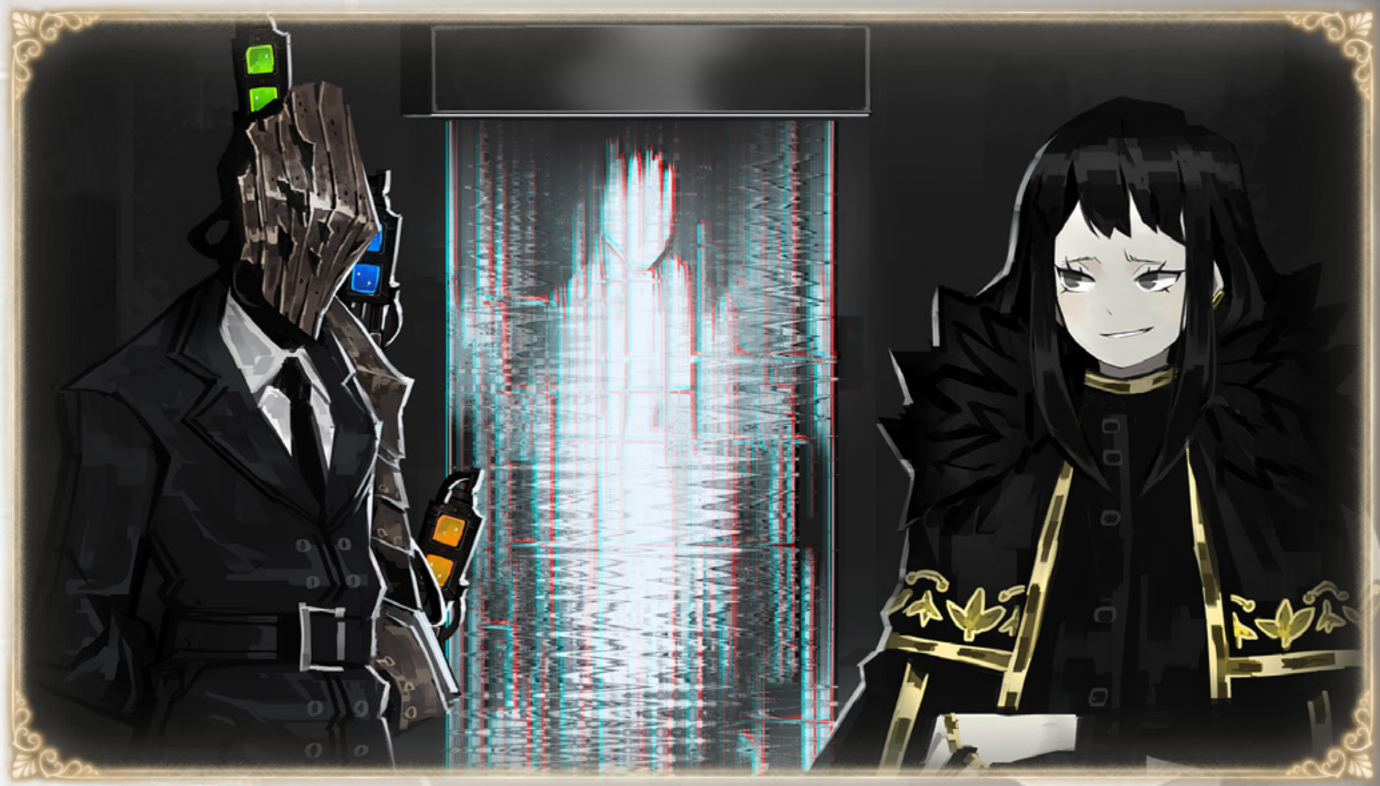
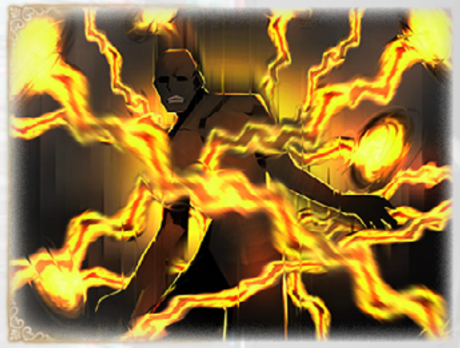
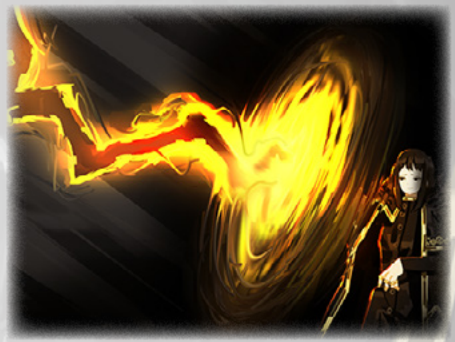
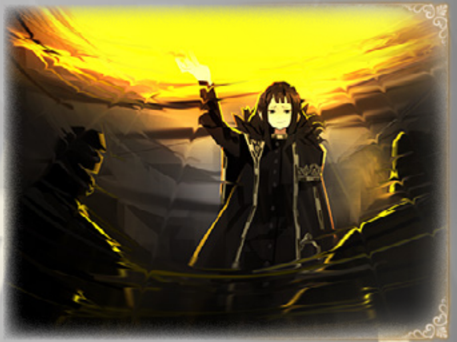








SYJ The Claw wearing a formal suit in the previous game was cool, but Baral flaunting his coat is pretty impressive as well. I wonder how those pieces of equipment are worn?

KJY The conversation between Zena and Binah was a tricky part to write. Originally, the two used to speak in the same manner··· But that felt more like a comedy sketch, so she became a character that assumes a prudish and dissimulative attitude exclusively toward Binah. For her voiceover, I remember asking for a composed and charismatic acting similar to Binah, but with a younger and more lively voice.

CTH As Angela let go of everything, all the guests that had become books were swept from the Library. So I jokingly suggested we empty the inventory along with a visual effect where the pages scatter away before the Head fight. Of course, if we actually did this in a game where you have to invest so much time into obtaining pages, many a keyboard would collapse into the Light.

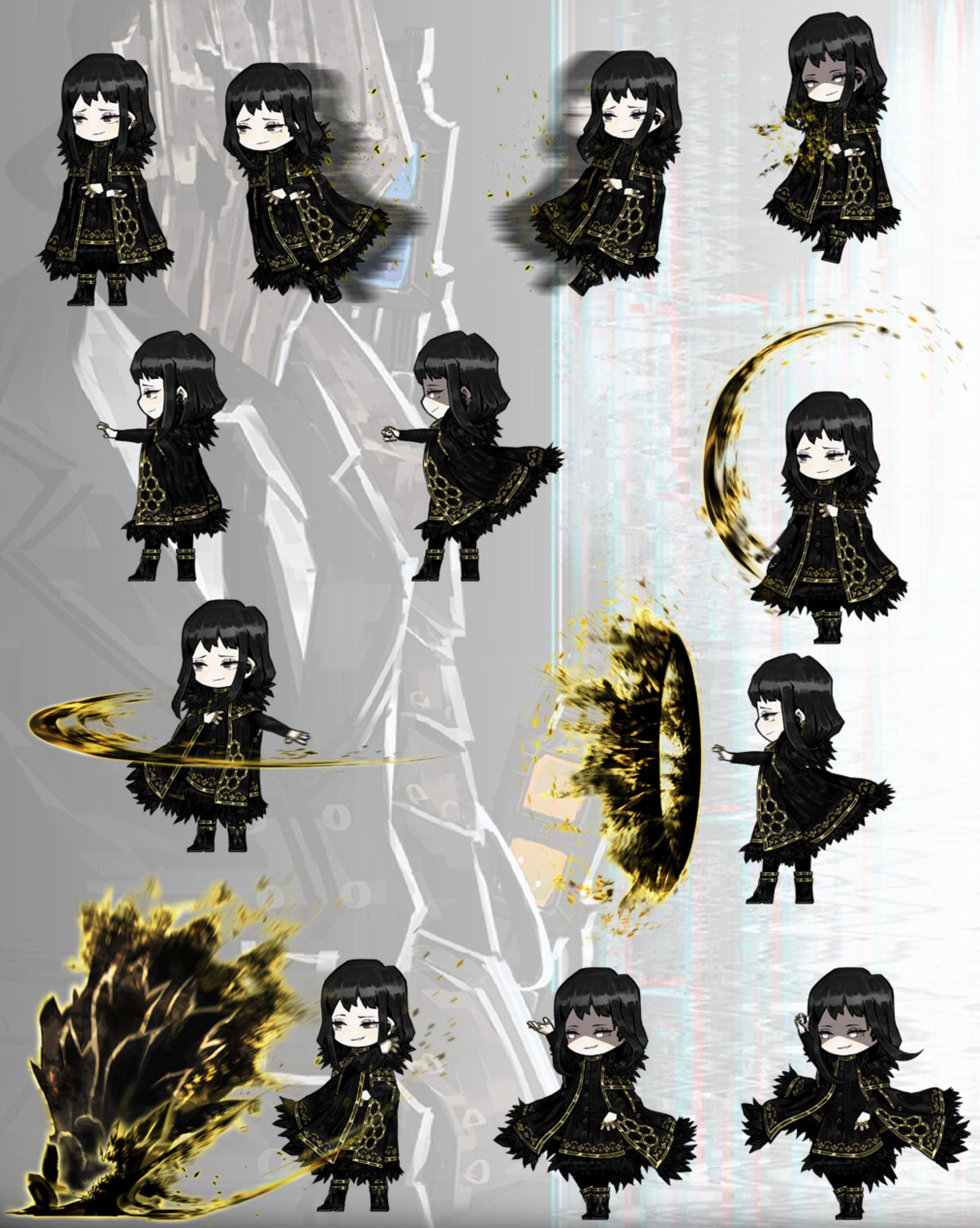
LYM The track that plays during the battle against the Head was actually proposed as a draft of the level 3 BGM for the Floor of Philosophy. At that time, we picked another draft that gave off the mood of a final boss to be finalized, since this one felt a bit too graceful to fit Binah. When I listened to this draft once more as we prepared the Head battle, I concluded that this was made for Zena.

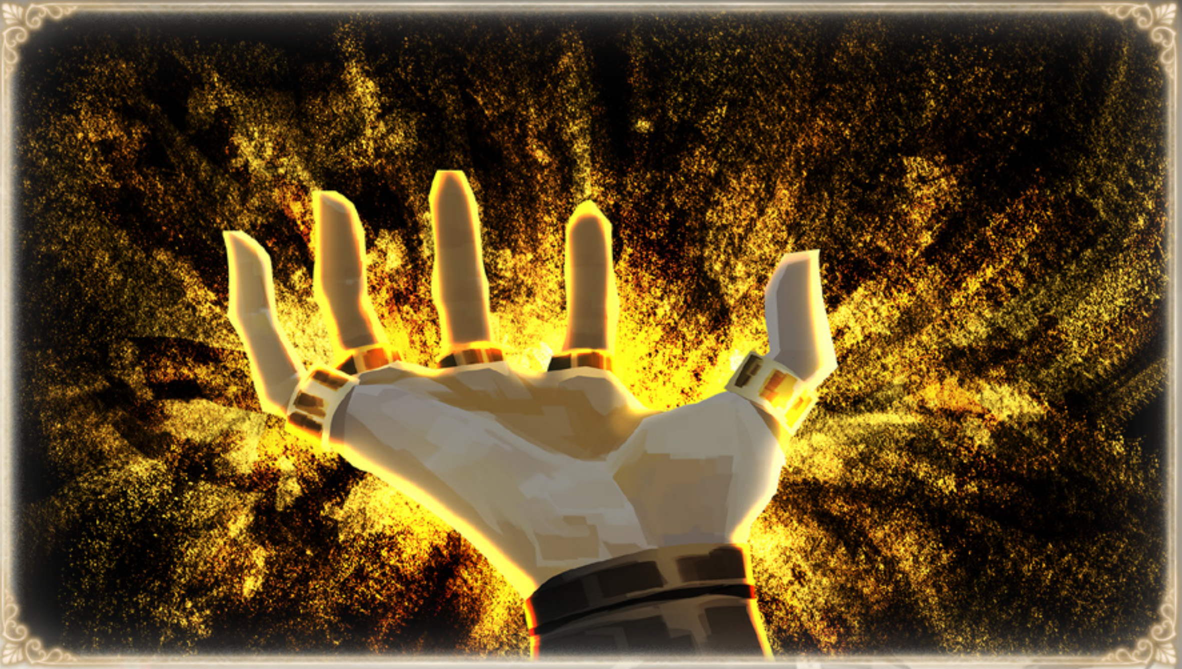
KJH Initially, we designed the battle in a way that the player would win no matter what, as we felt that defeat would be an unnecessary and unpleasant experience to have in a special encounter at the very end of the game. Contrary to our expectations, however, many players expressed dissatisfaction with how the battle was handled, so we changed it to what we have now. It served as another lesson for us in game design.

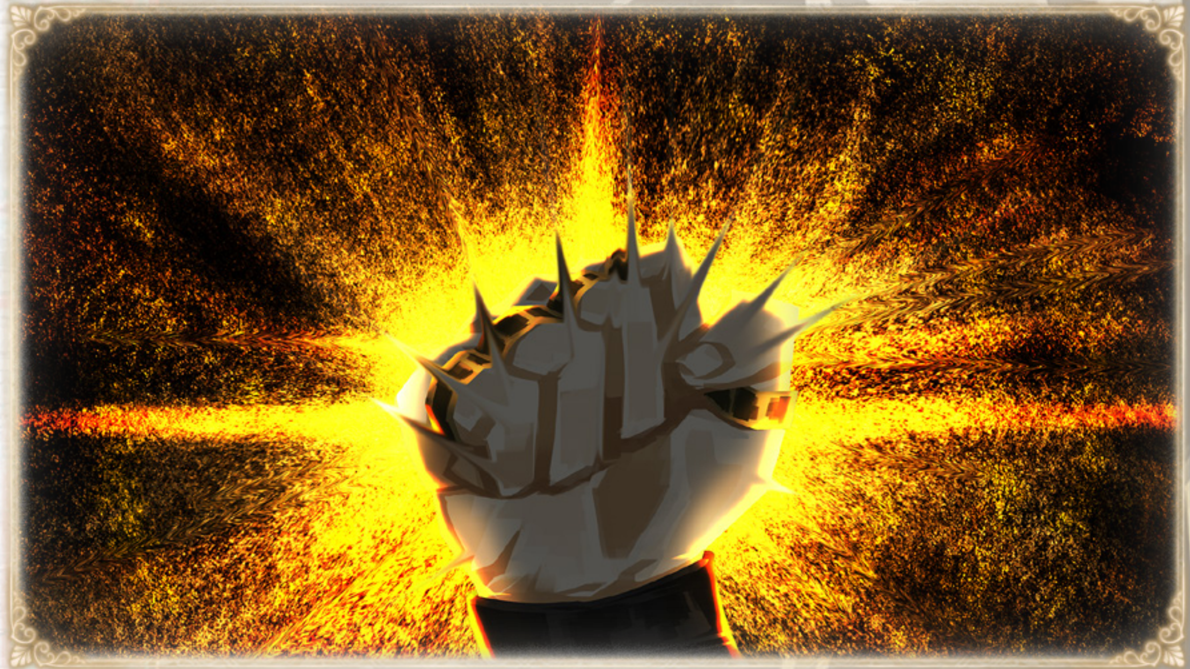
KDH The first impression I got from the concept art drawn by the art director was that Zena is so cute. I think that made me put a ton of love into her chibi sprites as well. Binah's chibi sprites were a substantial reference for her poses. While Binah is a bit indifferent, Zena is relaxed and unworried, it's as if she's dealing with trifling nonentities. In that vein, I love her expression in her block pose.

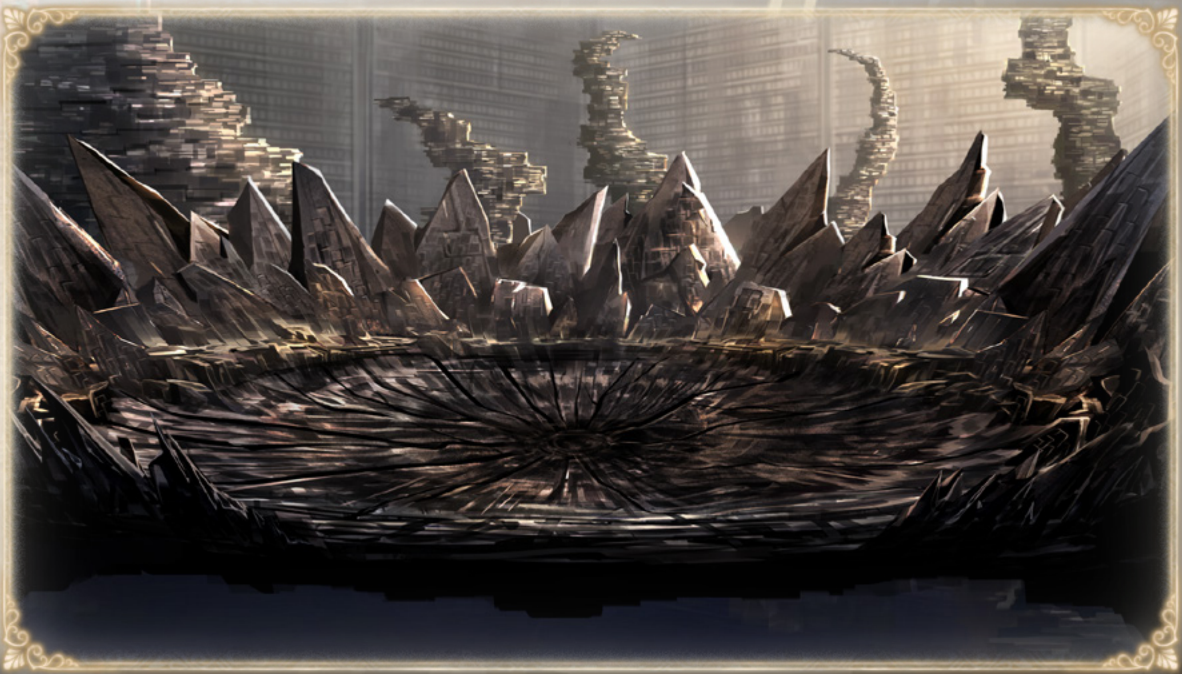
# The Head · The Eye · The Claw

## Zena



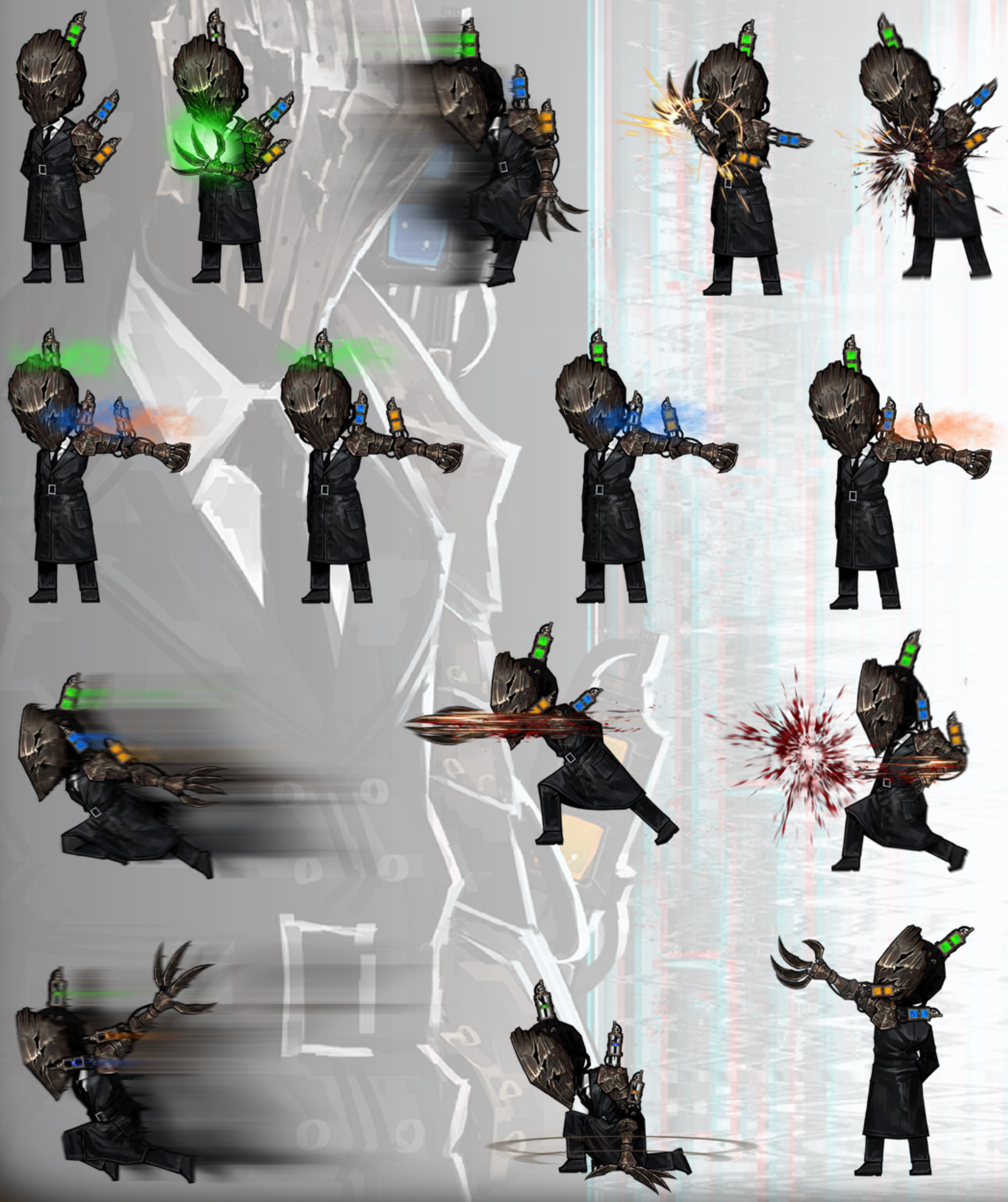


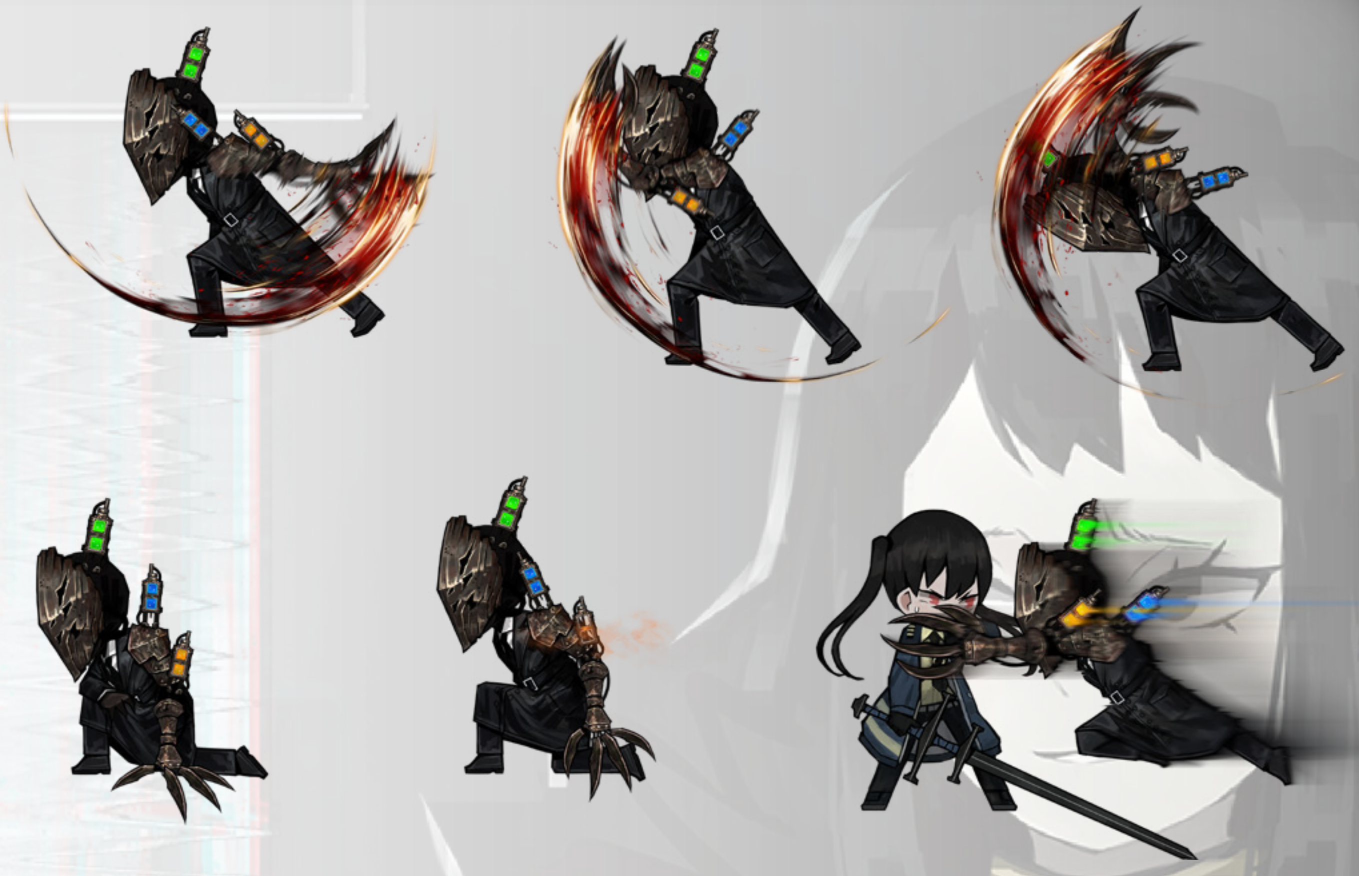


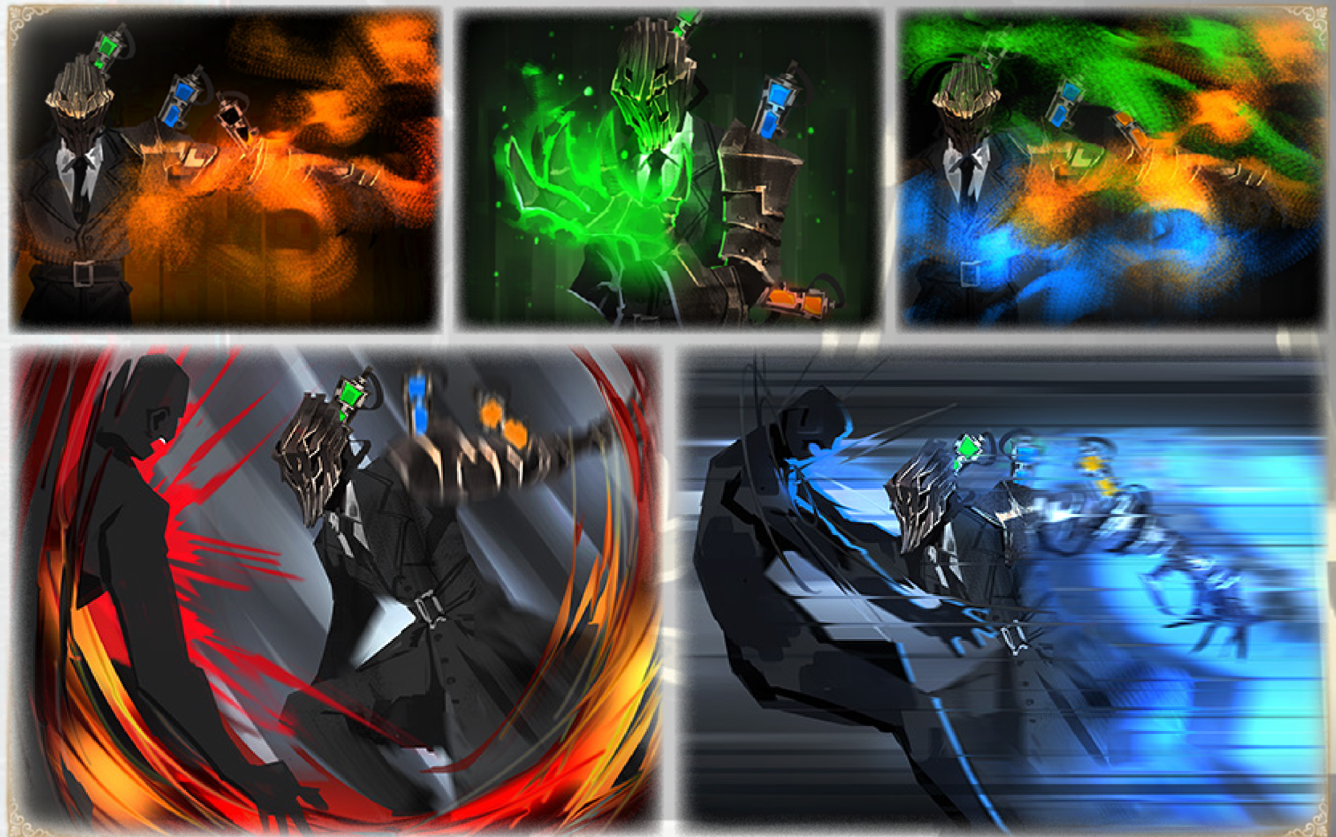


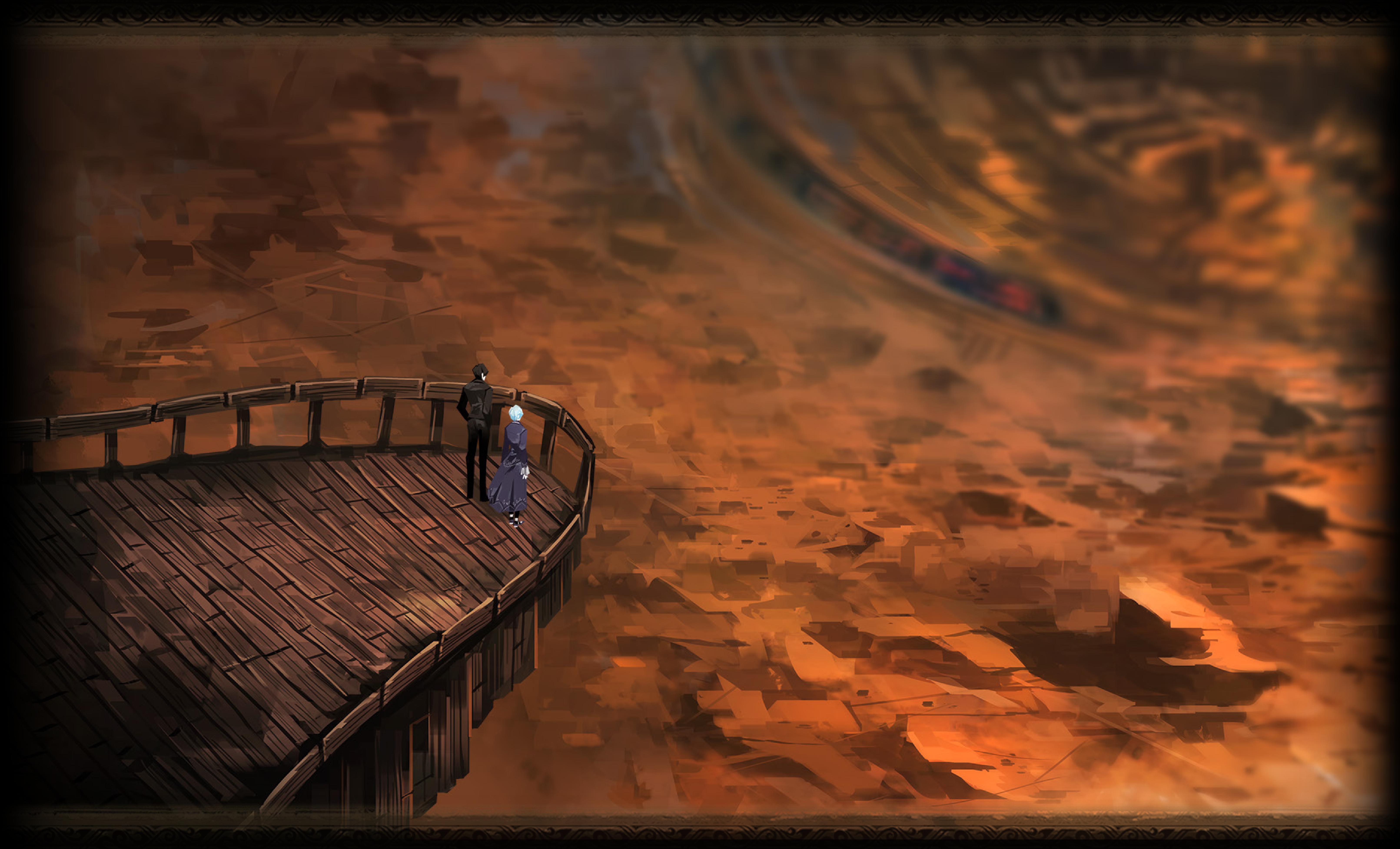
# The Head · The Eye · The Claw

## Baral









# Untold Tales

‘The Library will endure.’

## Untold Tales

The Patron Librarians 124

Early Concepts for Angela 124
Early Concepts for Patrons 126
Floor Backgrounds 128
Concept Art 130
Unused Illustrations 132

E.G.O Concepts 136

History · Tech. Sciences · Literature · Art 136
Nat. Sciences · Language 138
Soc. Sciences · Philosophy 140
Religion · General Works 142

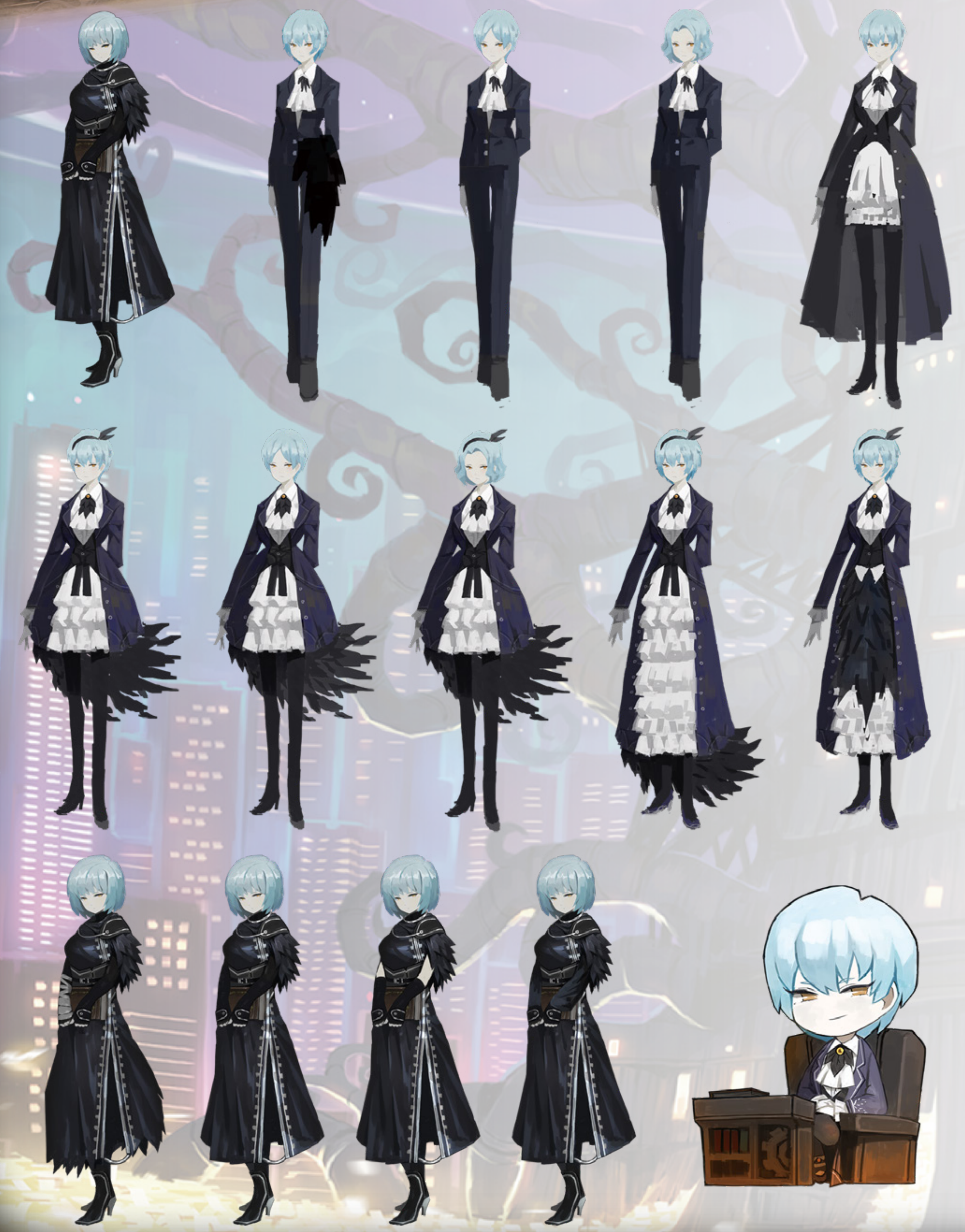
The Guests 144

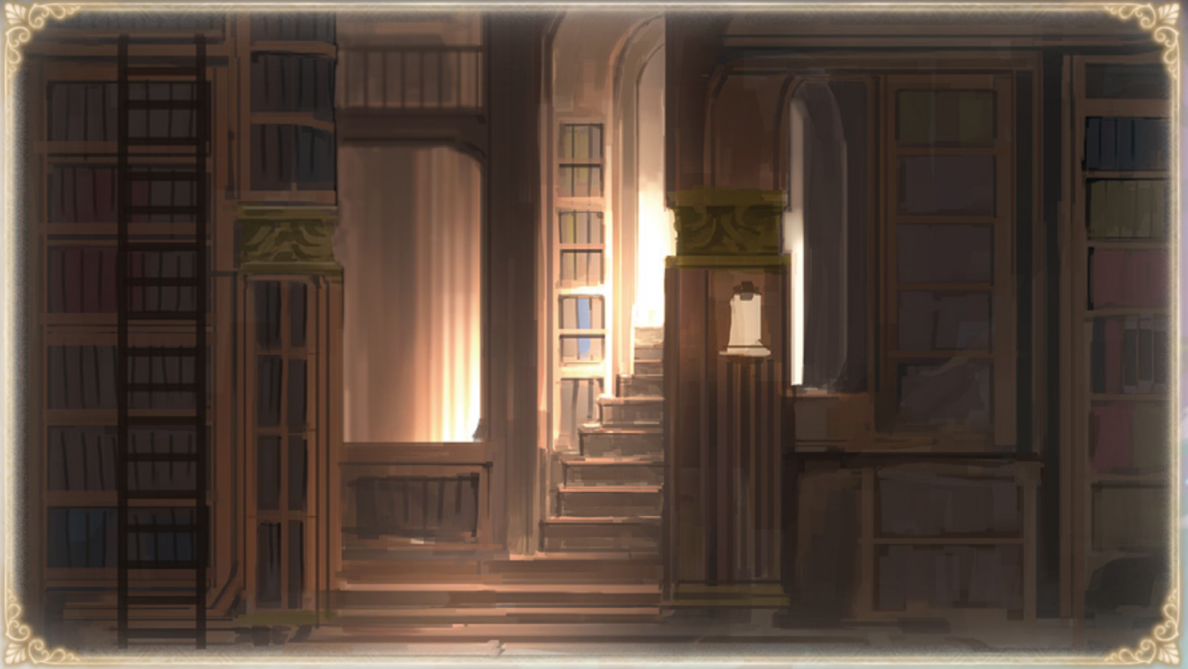
Various Guest Concepts 144
R Corp’s 4th Pack 146
Hana Association 148
The Reverberation Ensemble · Full-Stop Office 150
Liu Association · Various Weapon Ideas 152
The Black Silence · Early Concepts for Roland 154
Unused Illustrations · Concept Art 156

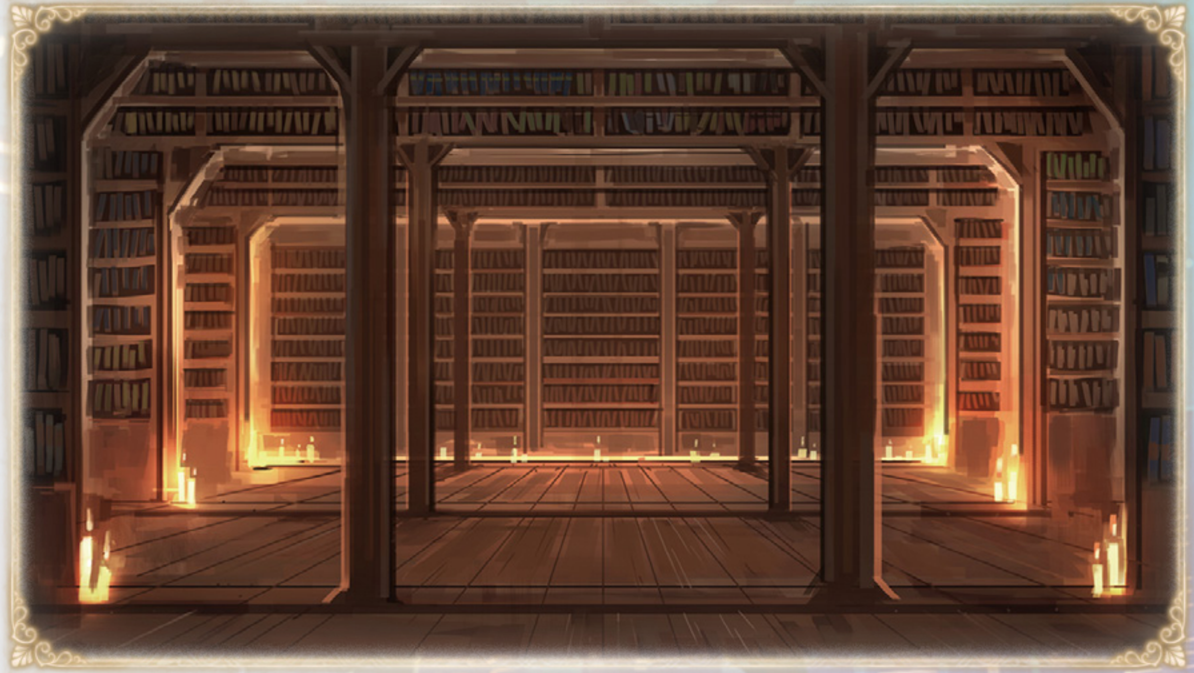
Unused Abnormality Pages 160
Early Chibis 164
Early UI 166
Logo Concepts 170
Developer Comments 172

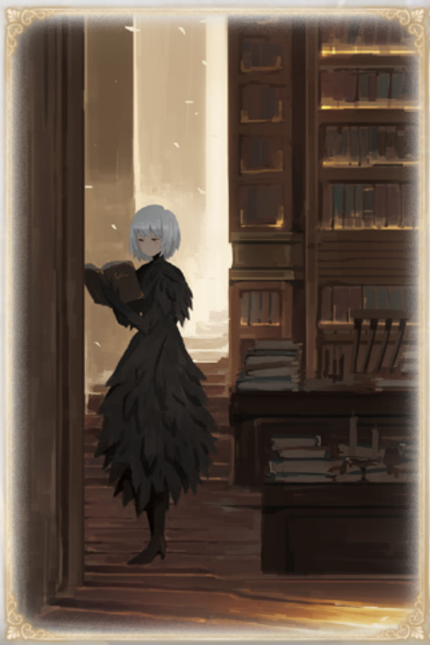
# The Patron Librarians

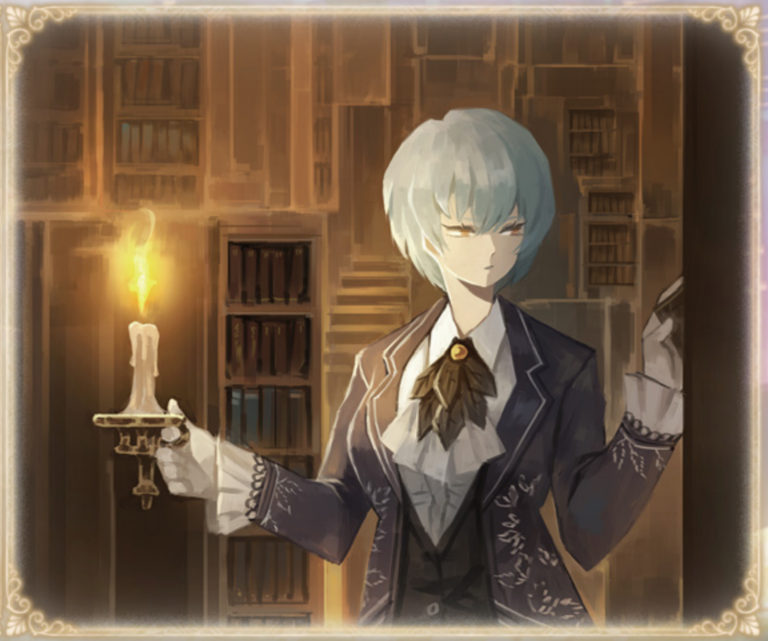
## Early Concepts for Angela





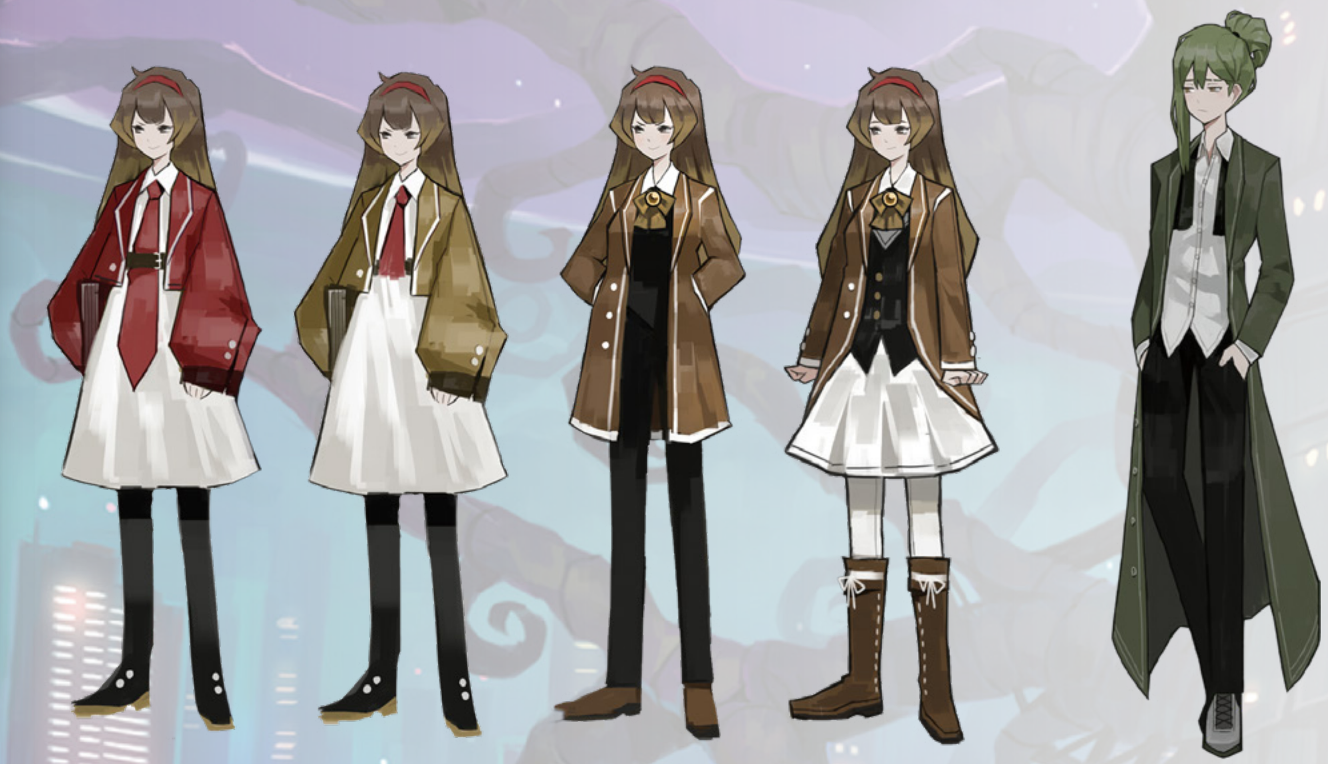


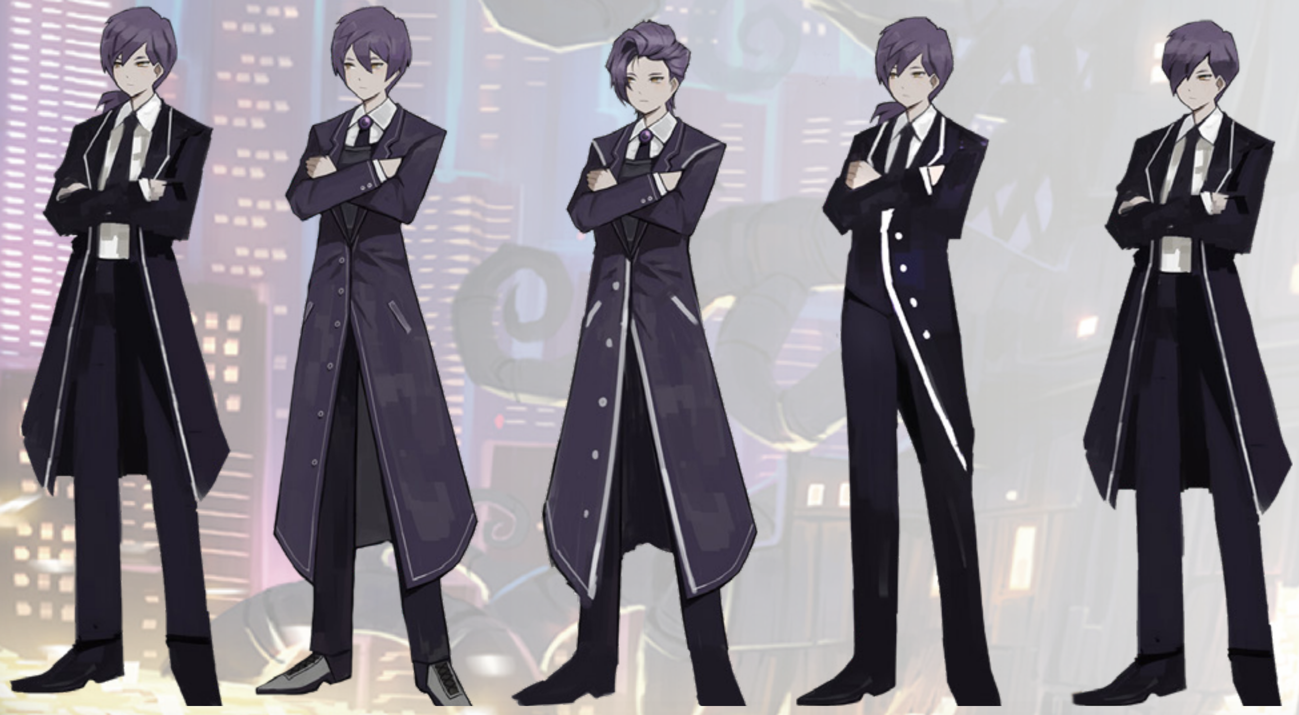


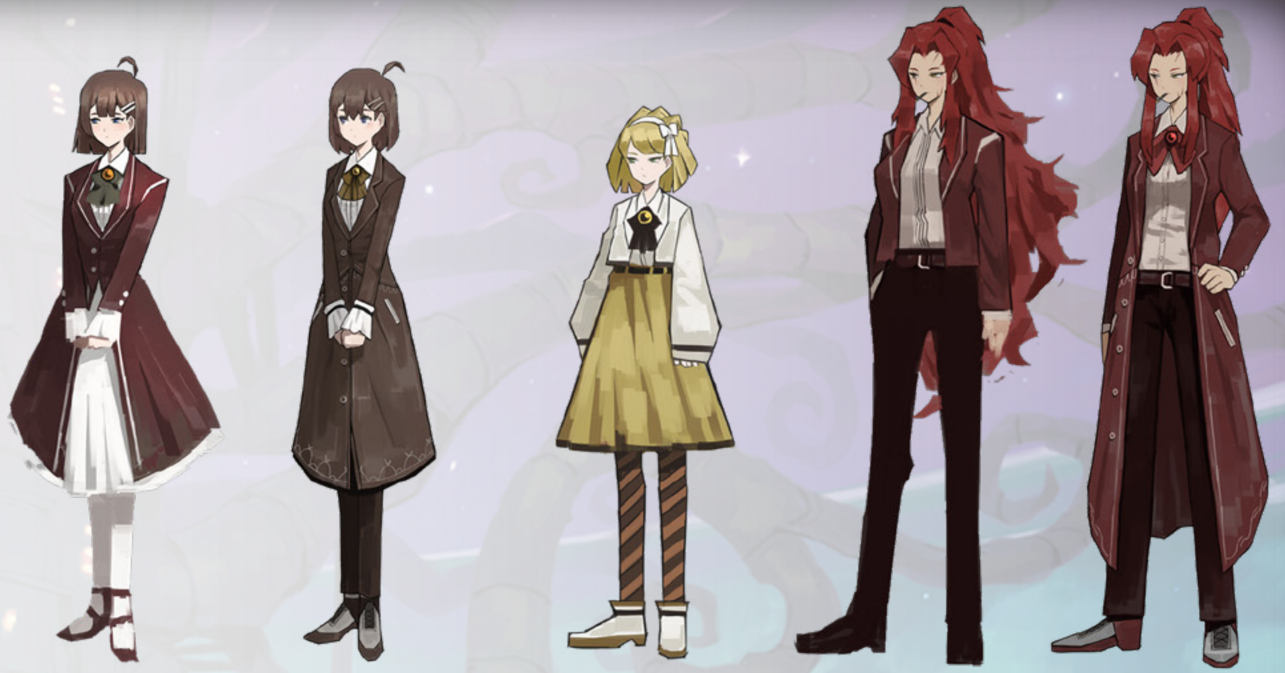


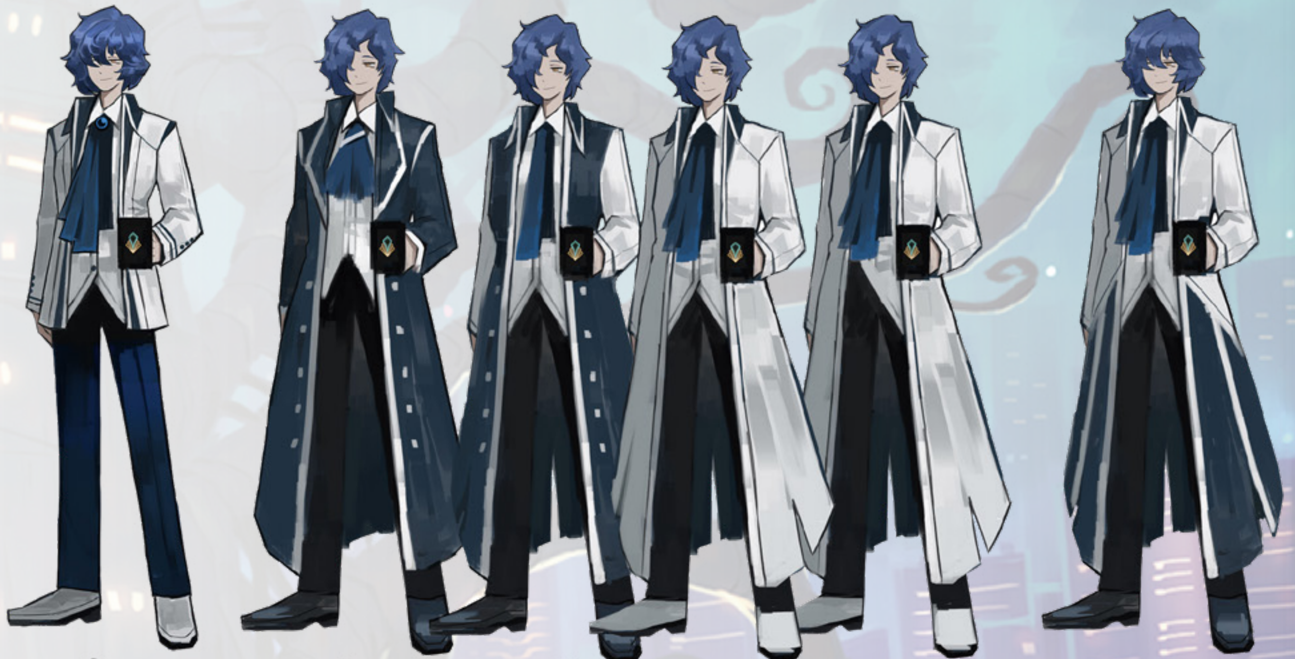
# The Patron Librarians

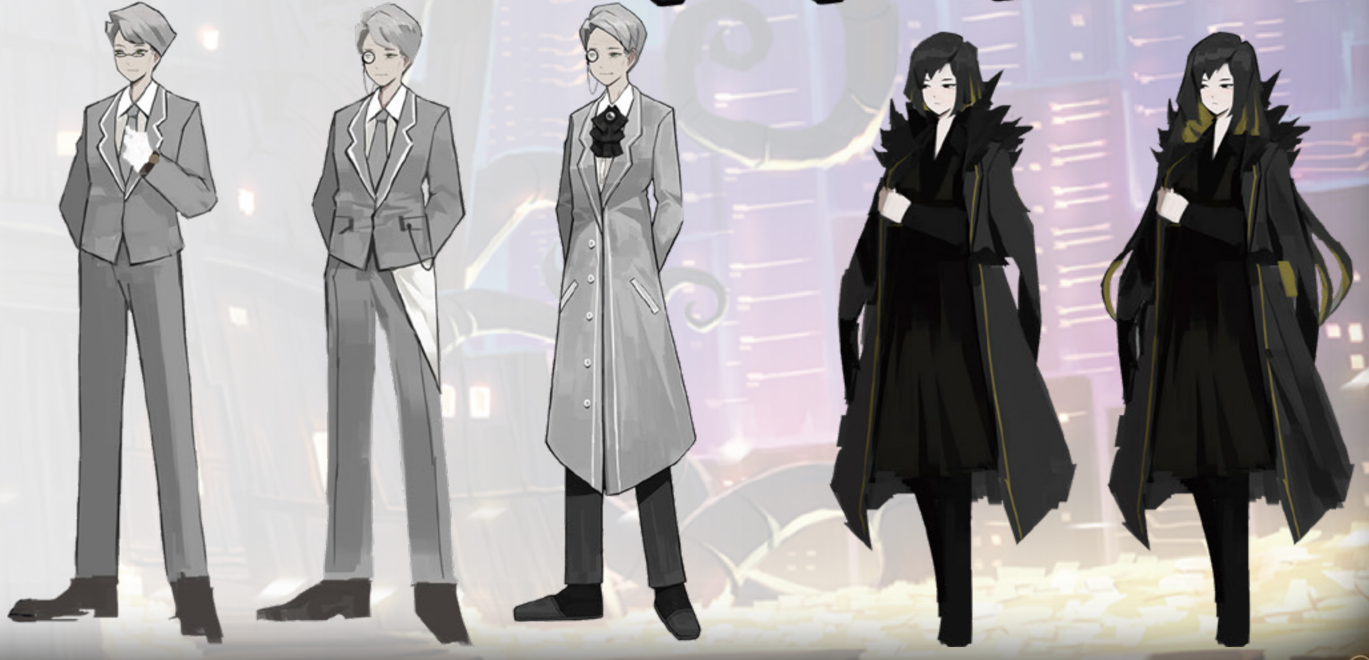
## Early Concepts for Patrons





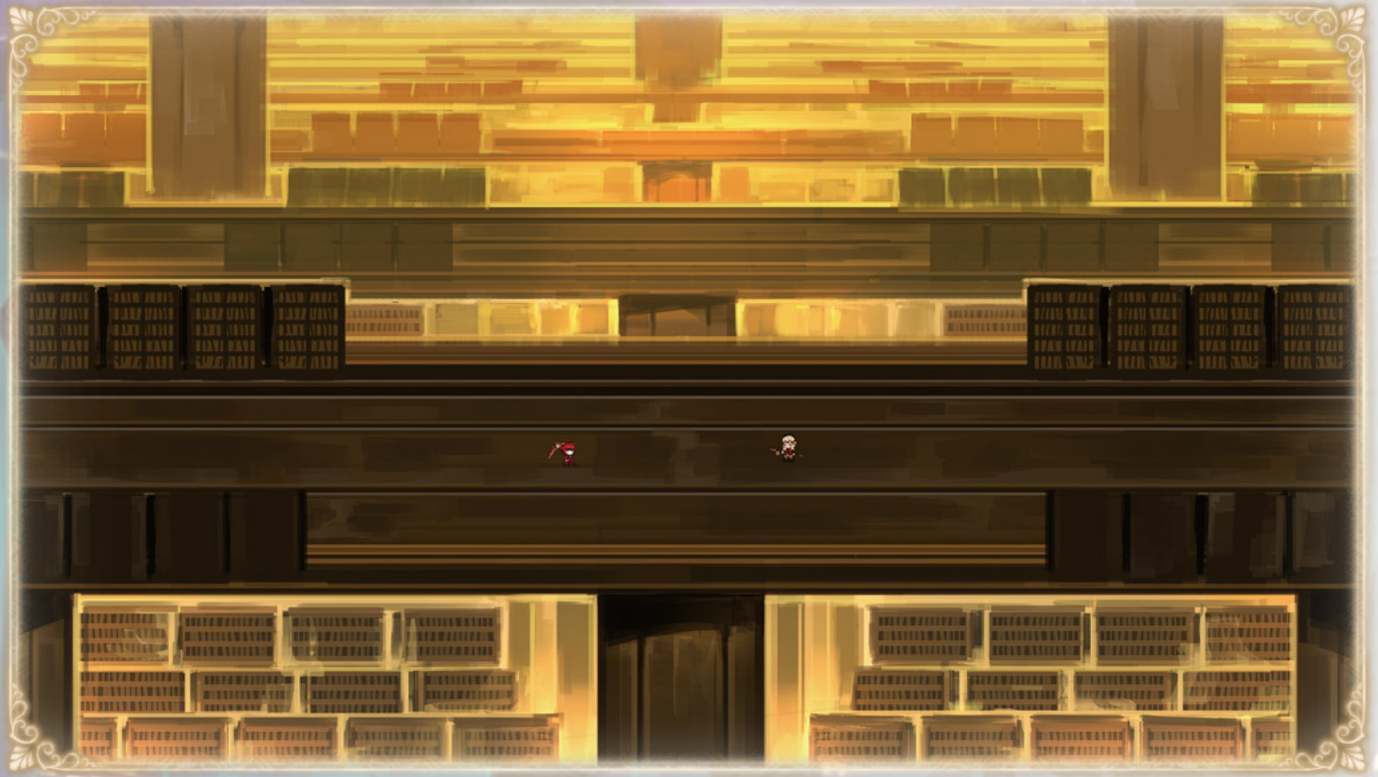


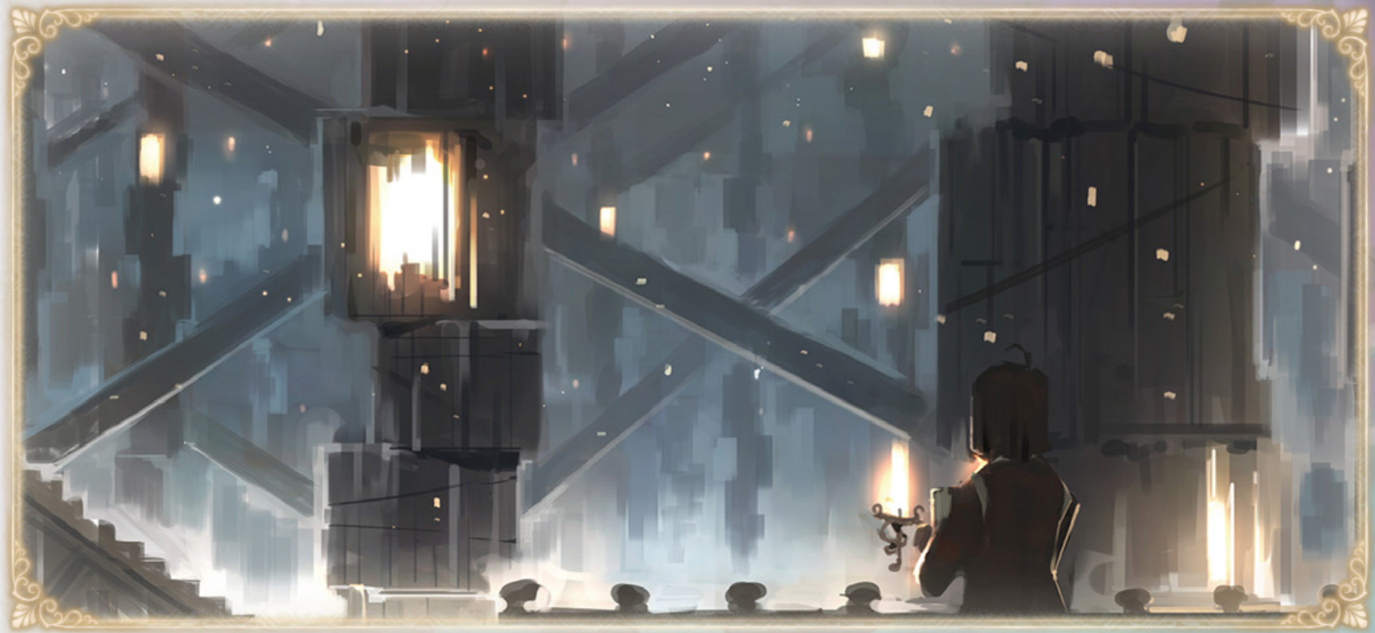


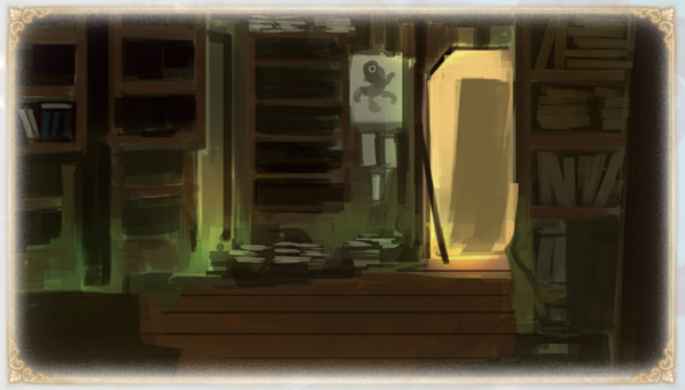


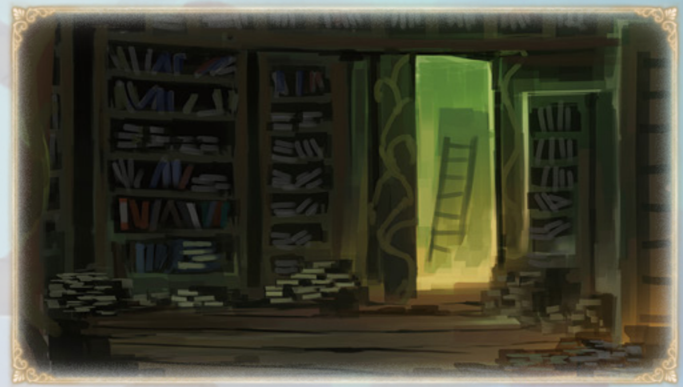
# The Patron Librarians

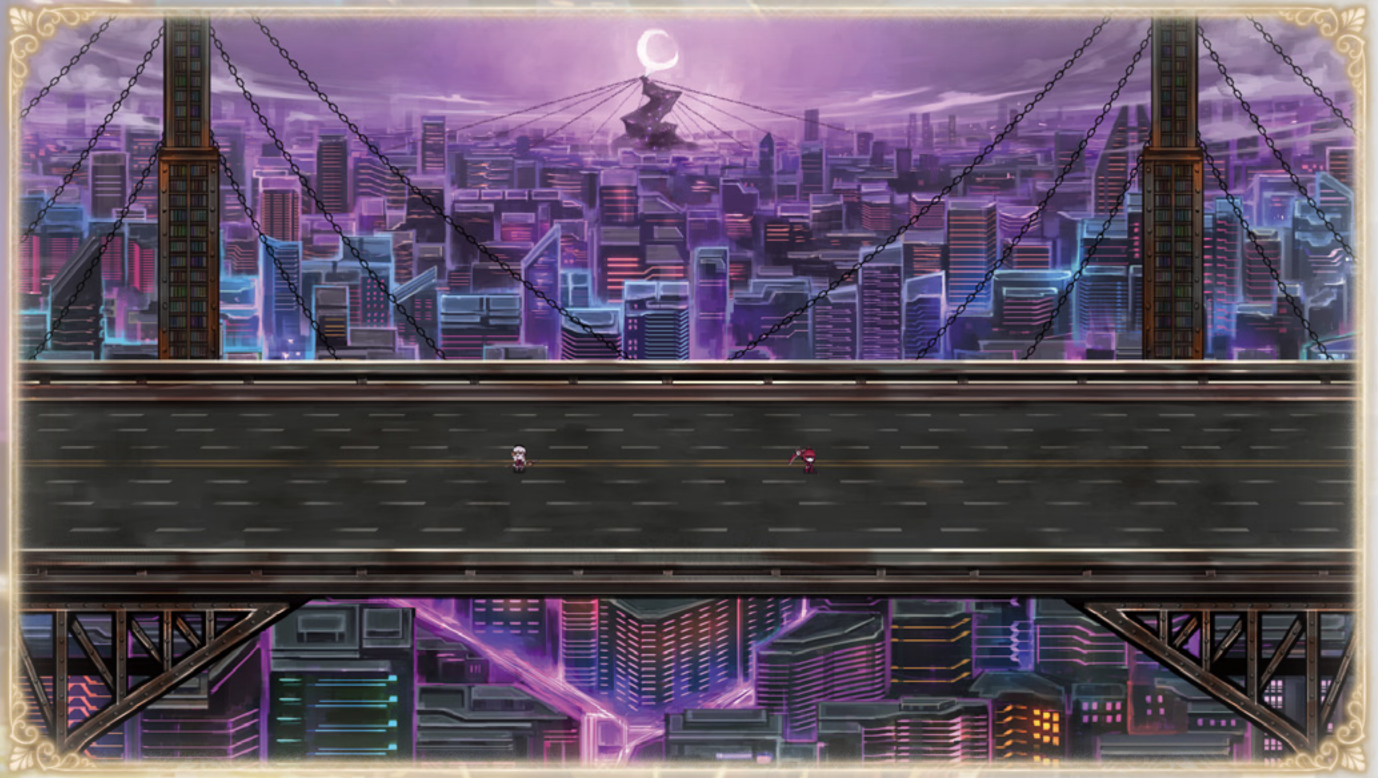
## Floor Backgrounds

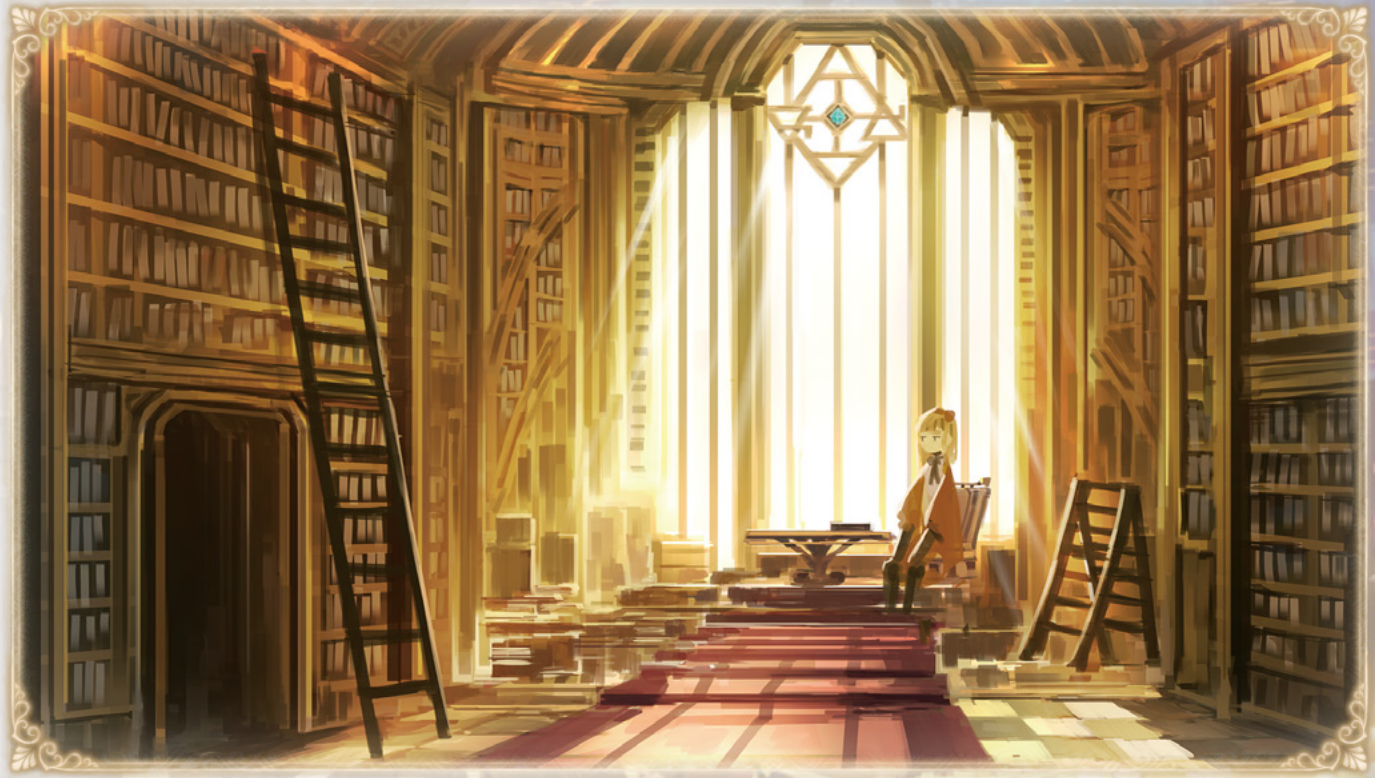






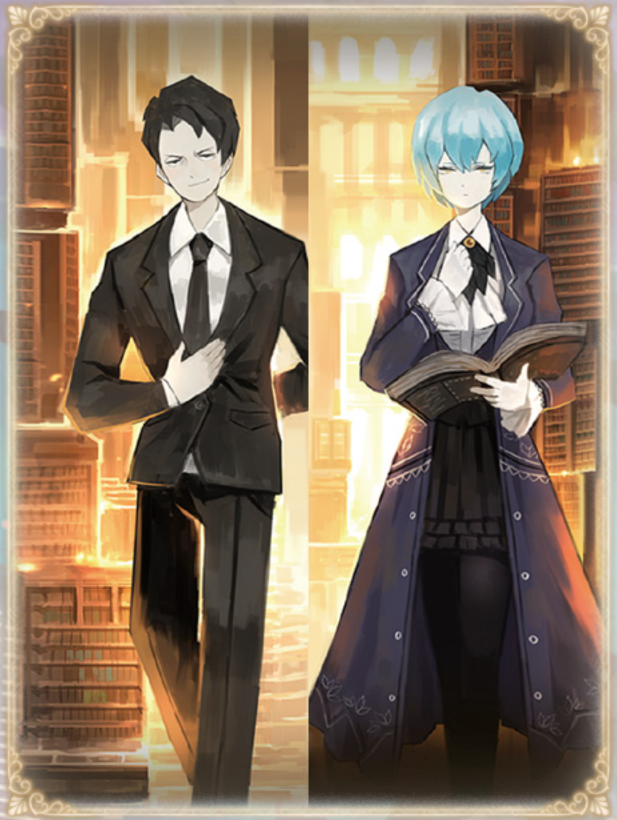


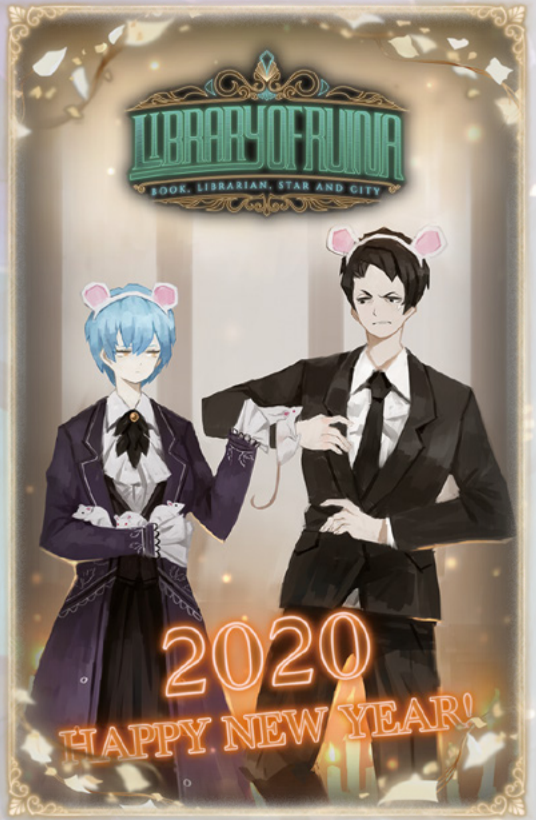


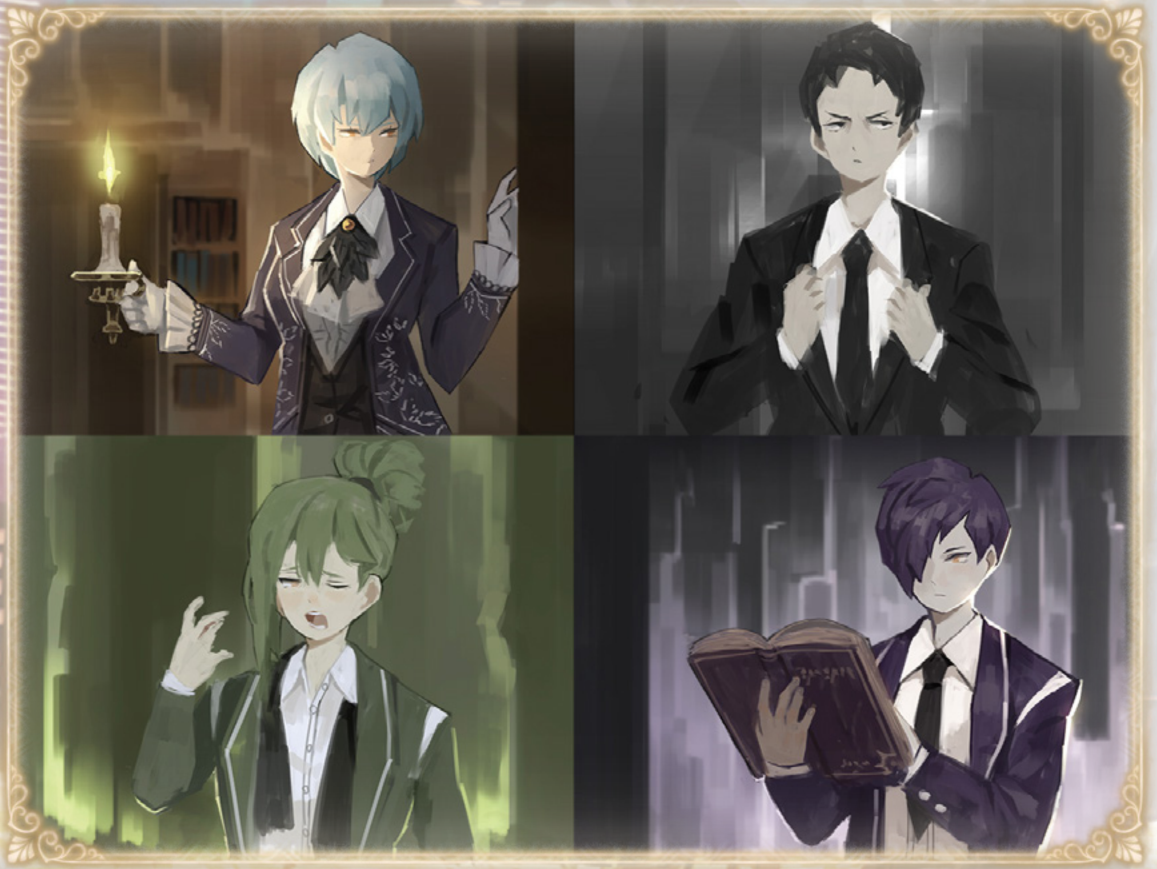


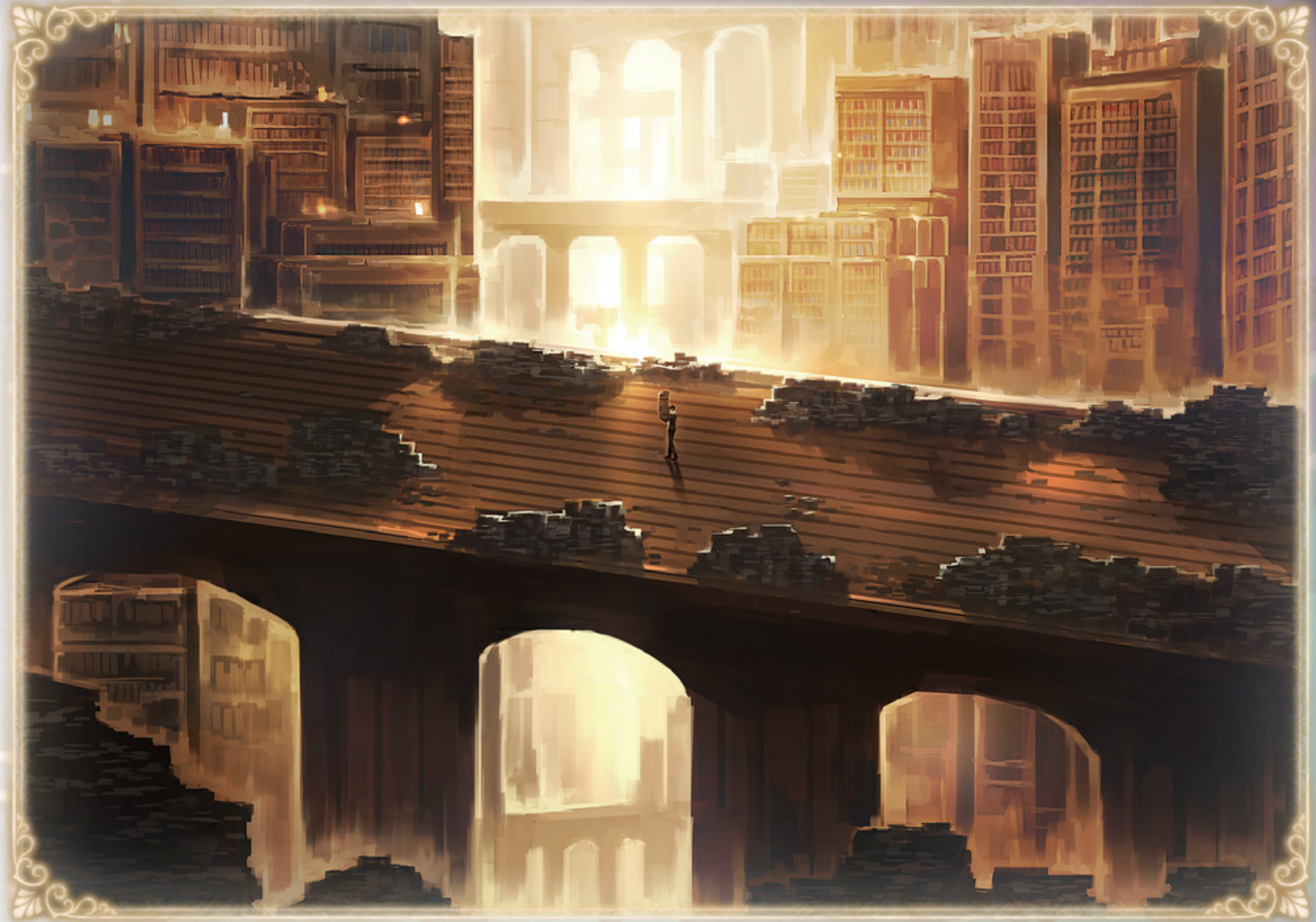
# The Patron Librarians

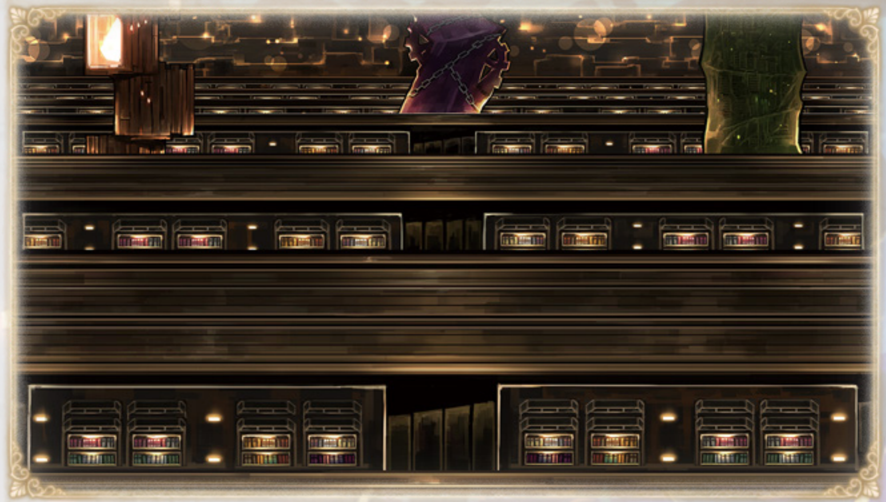
## Concept Art

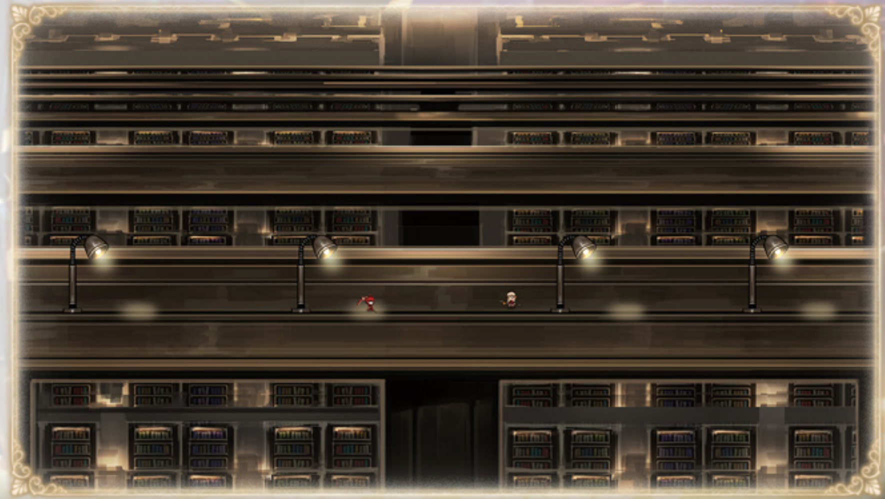



LIBRARY OF RUINA
BOOK, LIBRARIAN, STAR AND CITY
2020
HAPPY NEW YEAR!



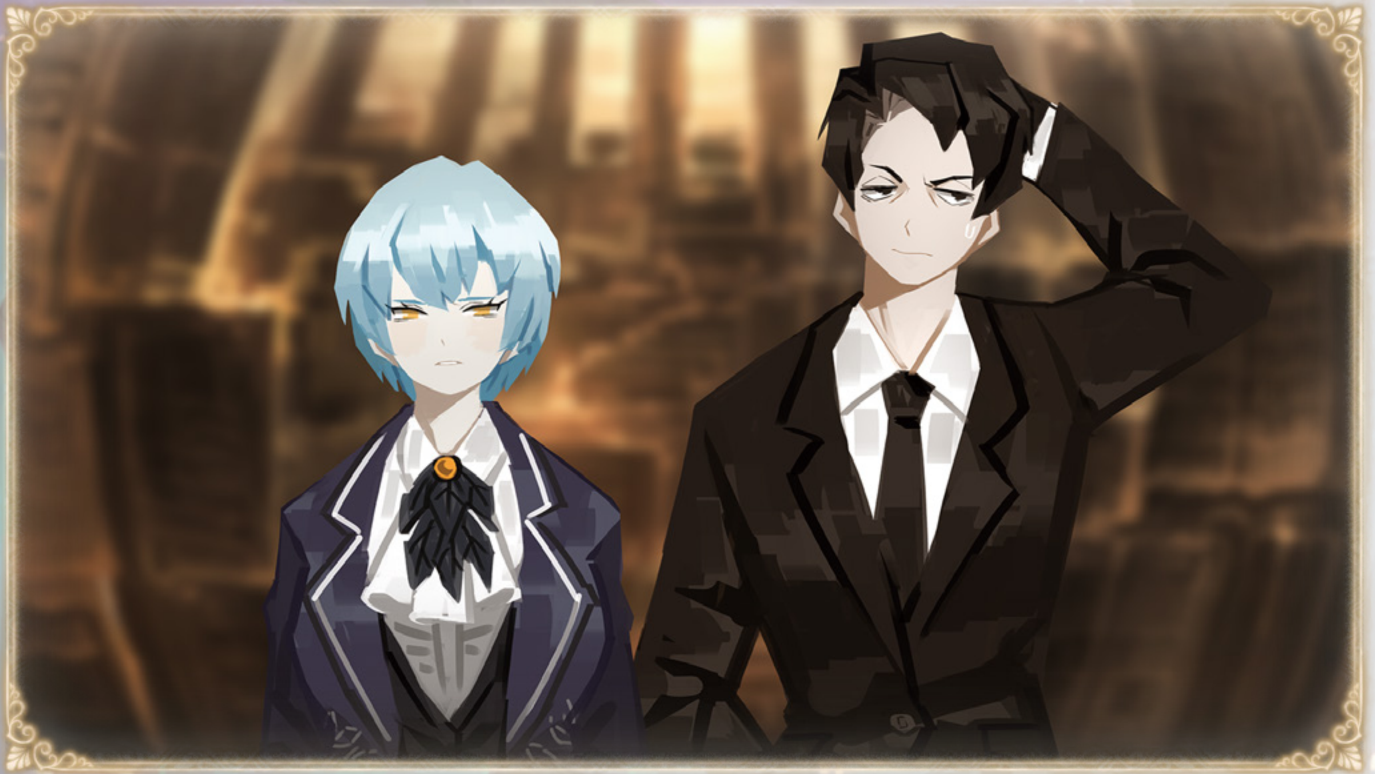


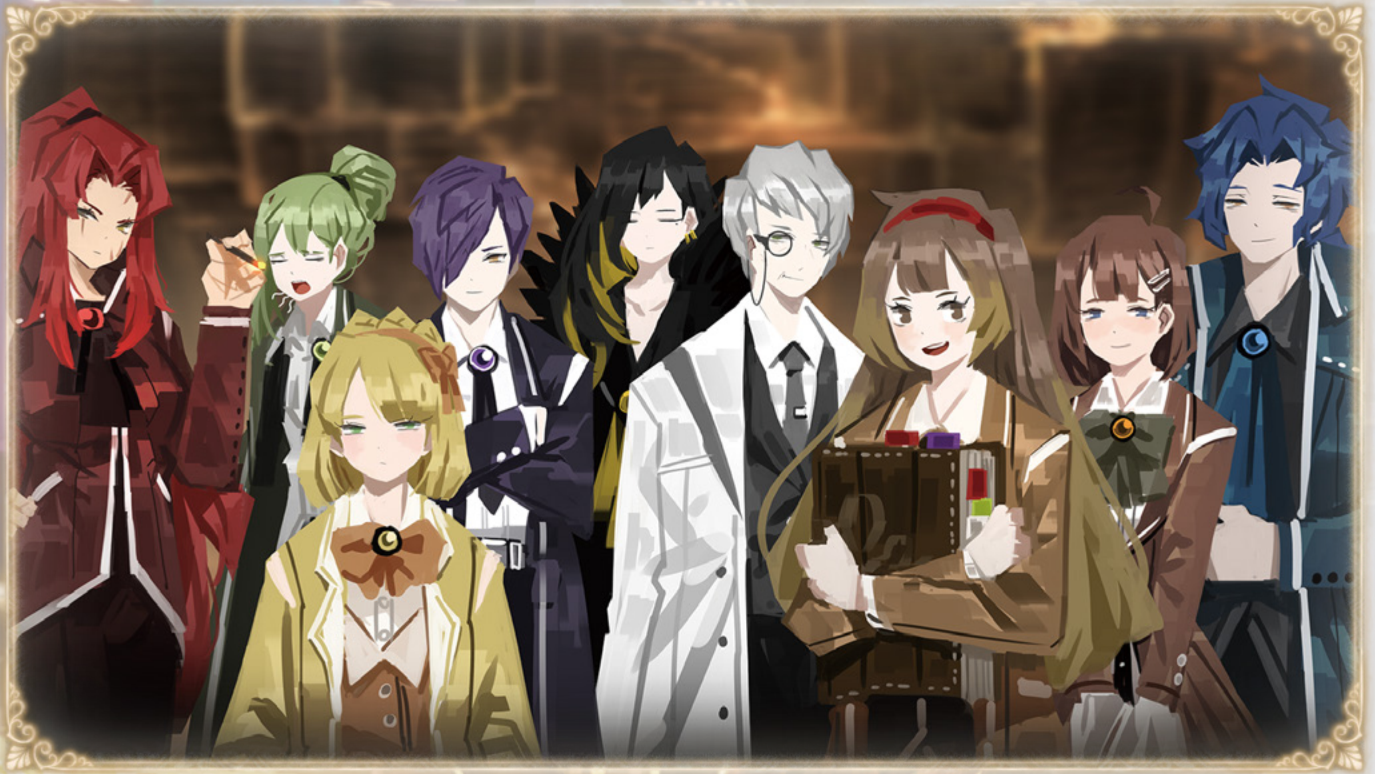


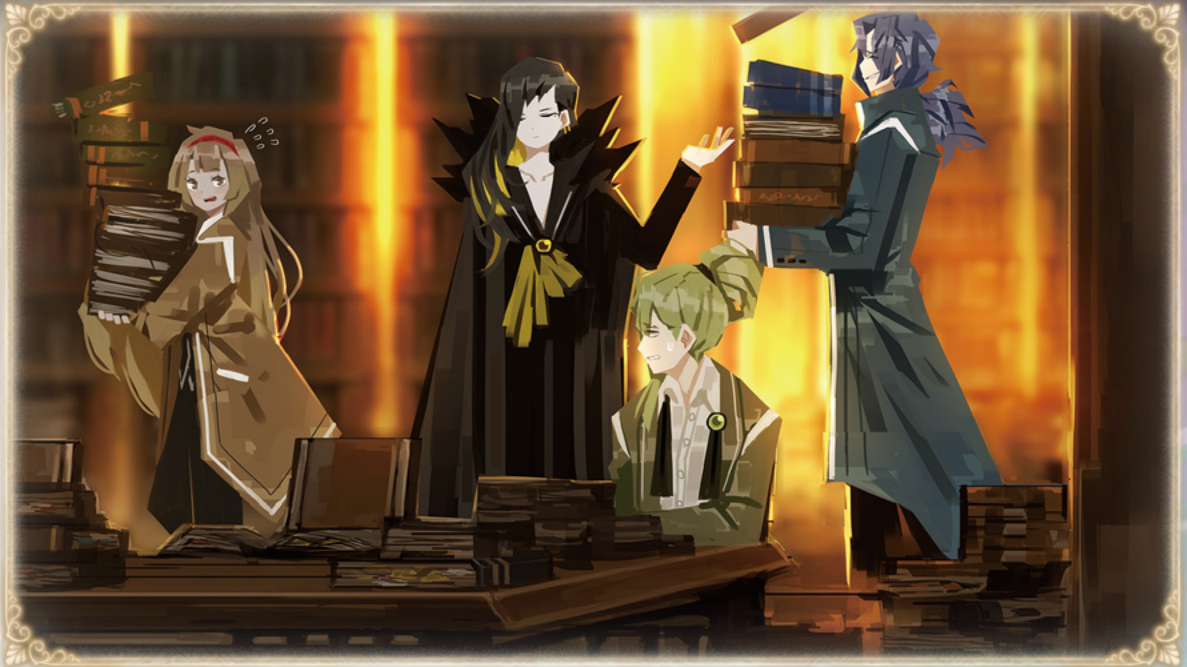


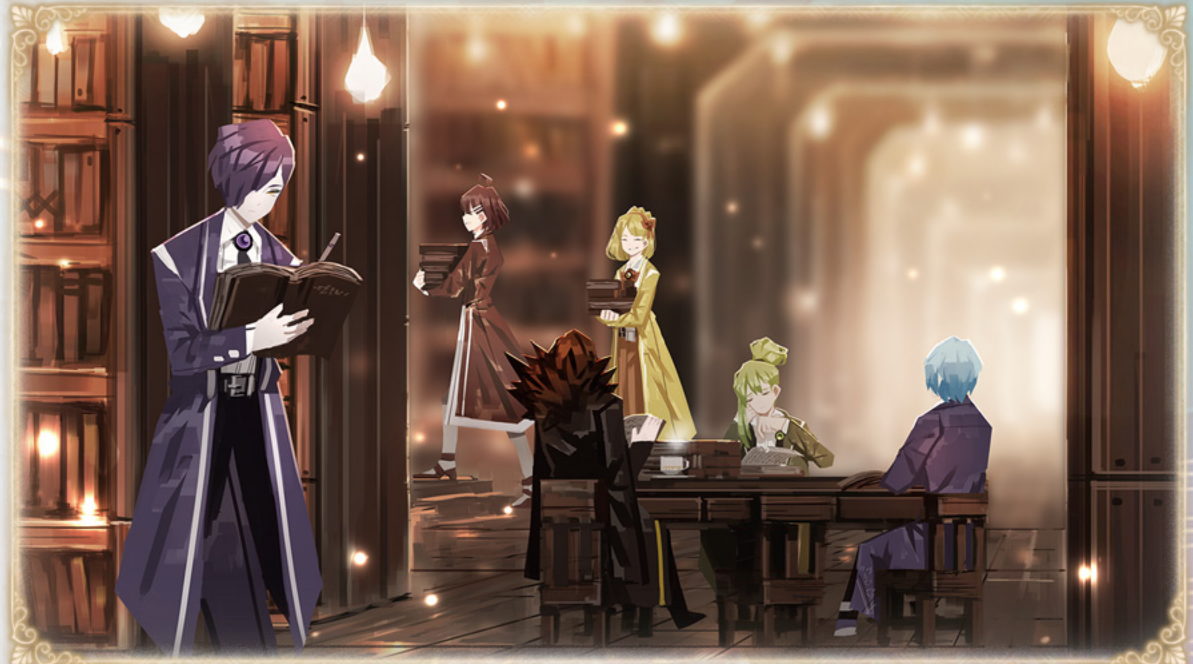
# The Patron Librarians

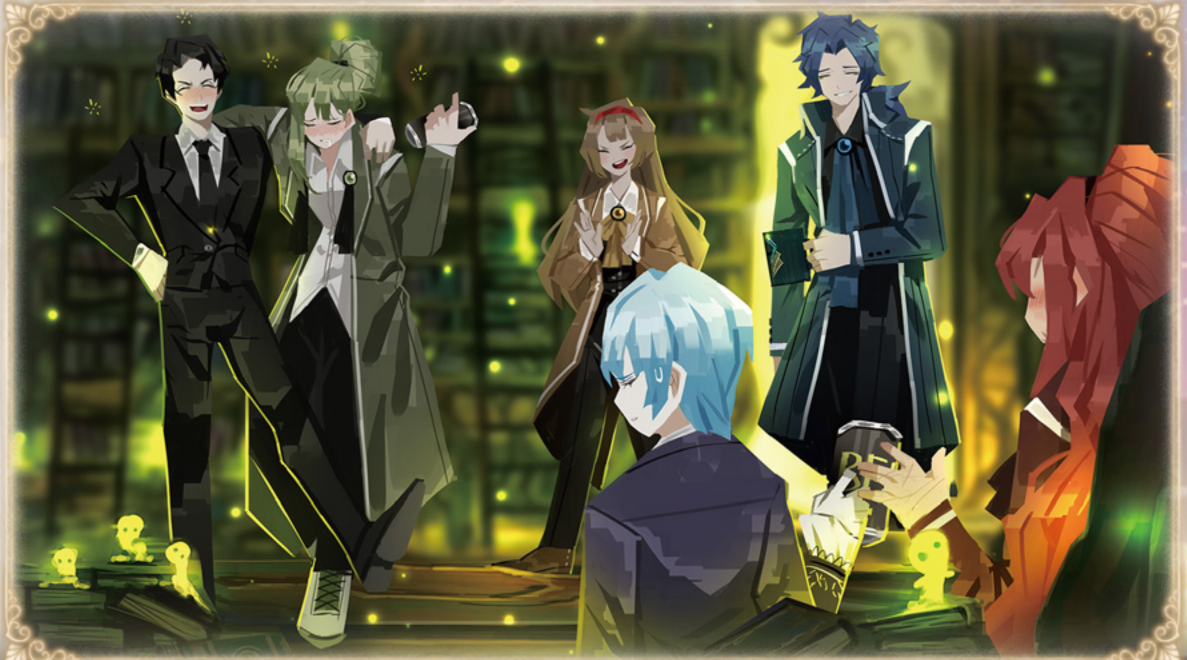
## Unused Illustrations





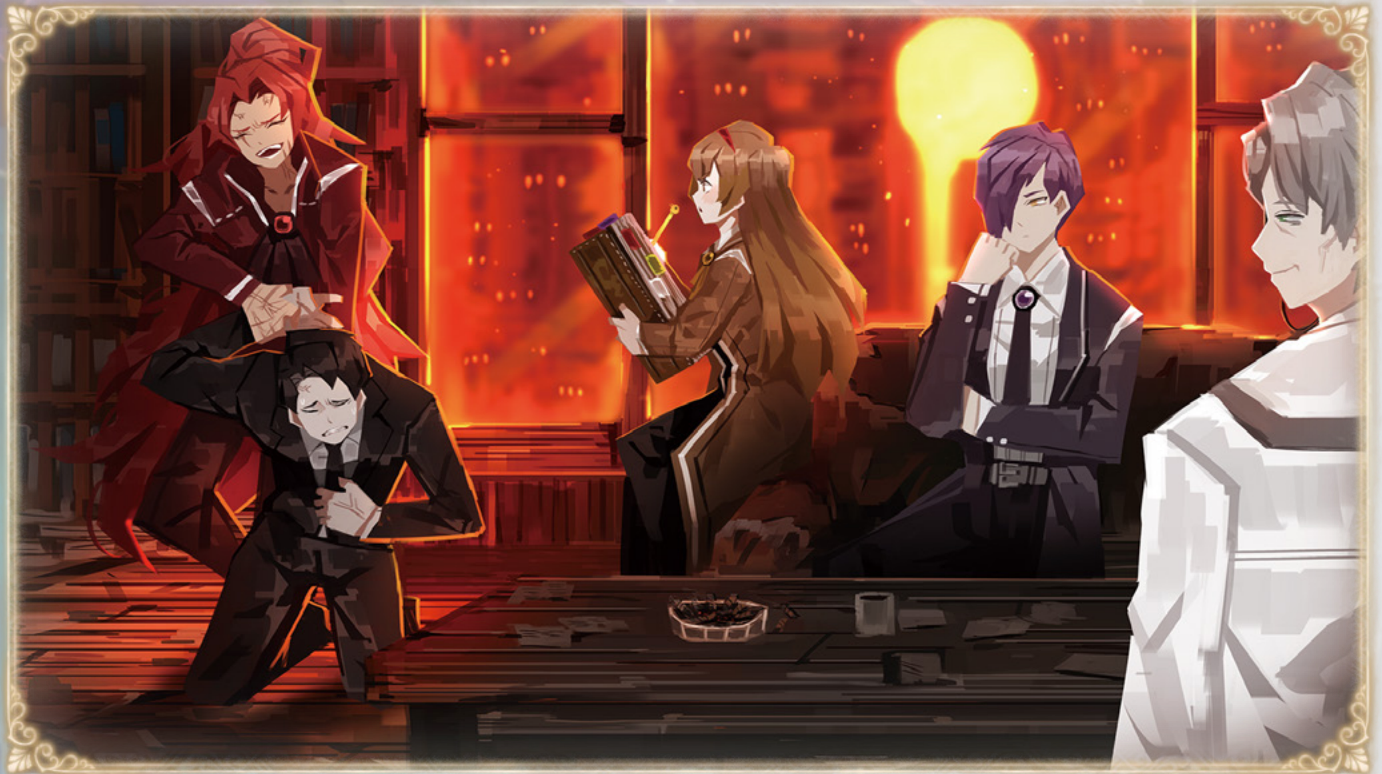


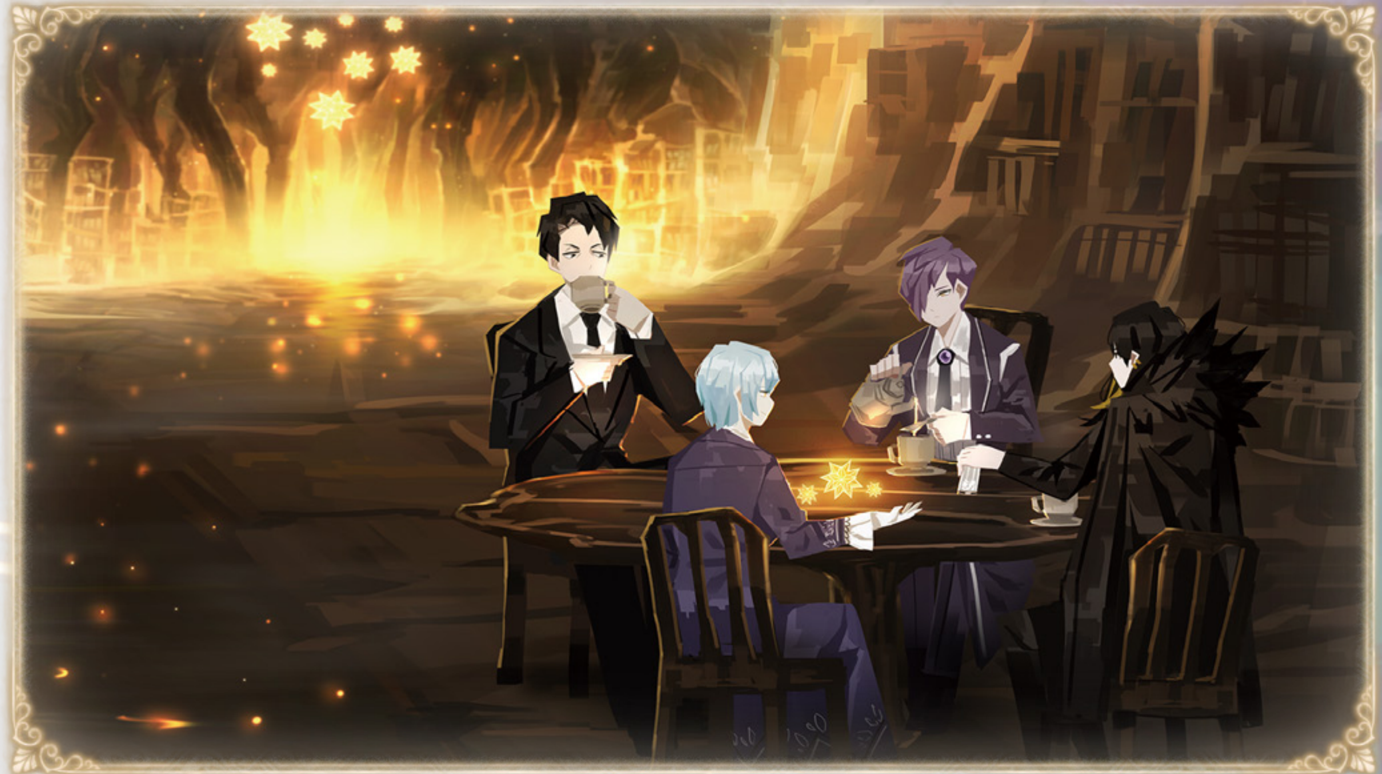


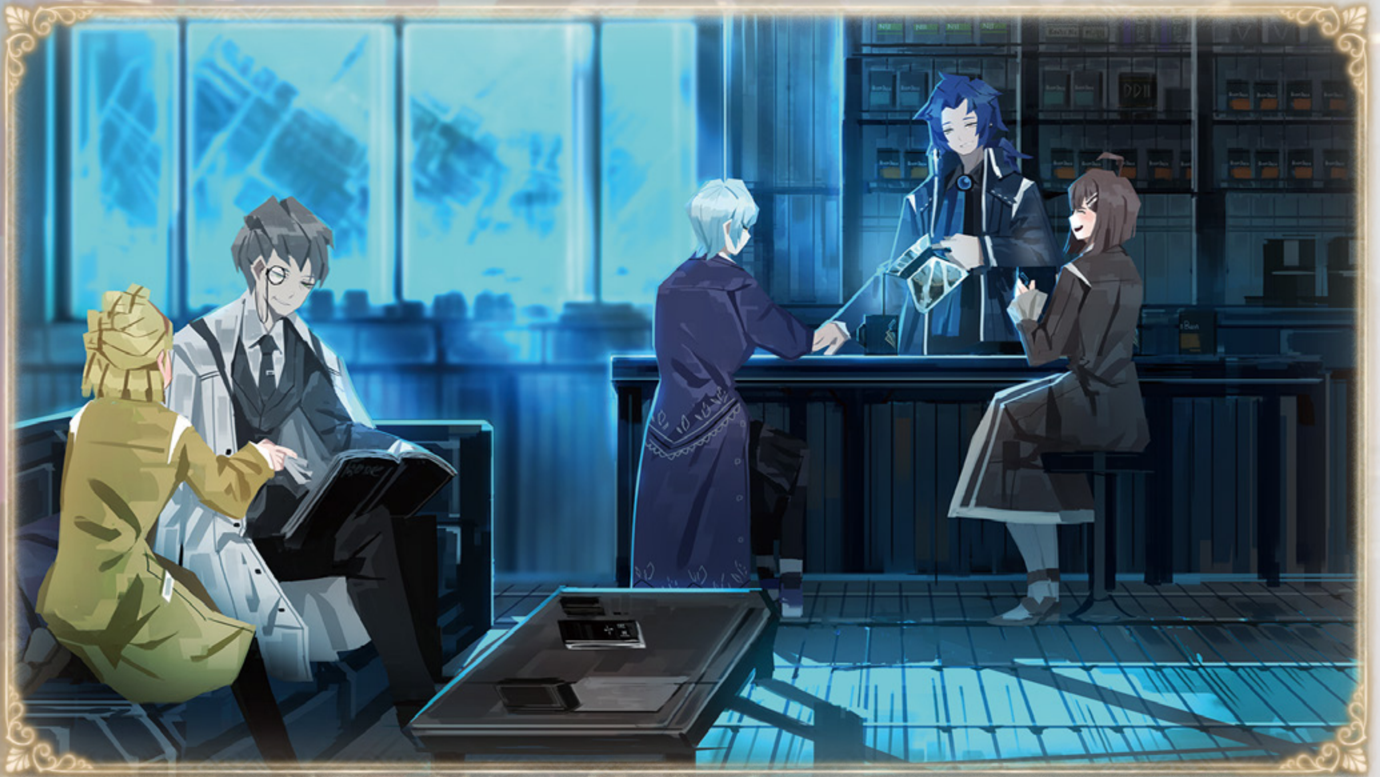


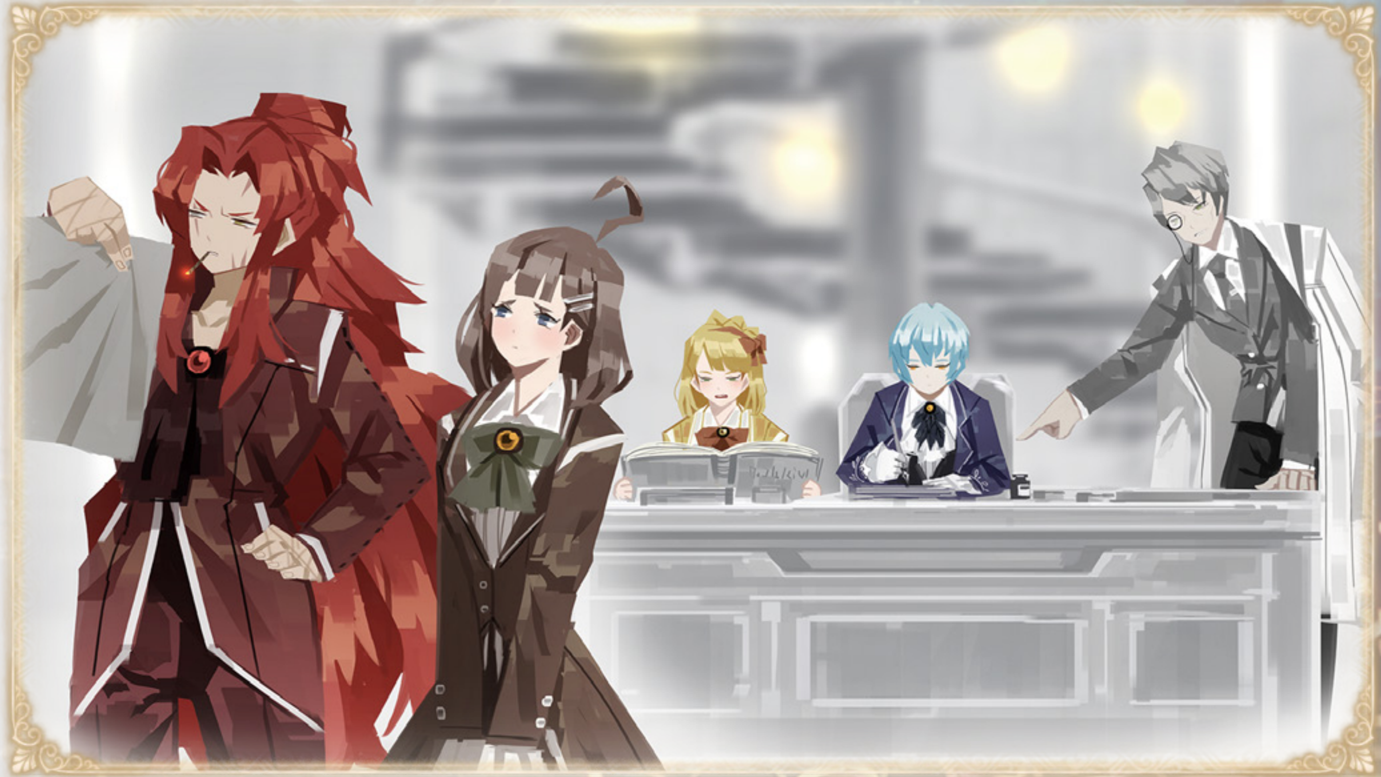
# The Patron Librarians

## Unused Illustrations



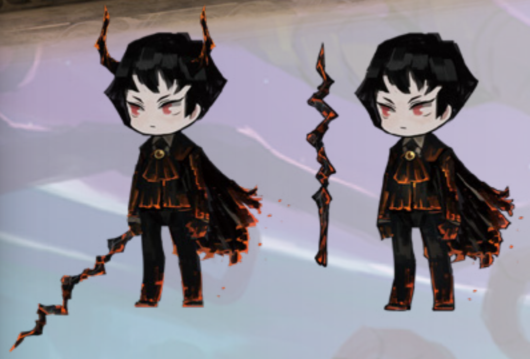


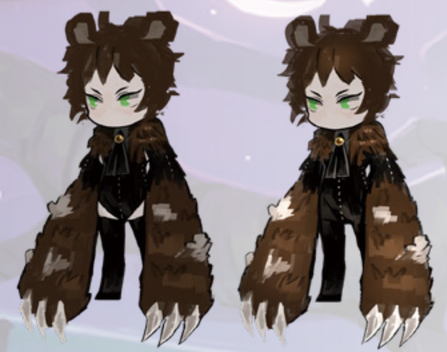


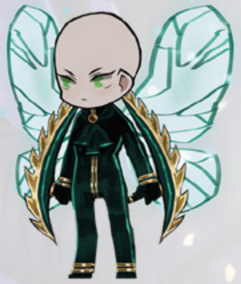


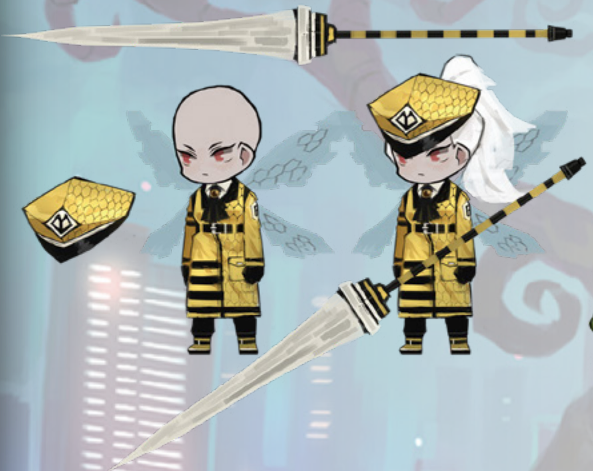
# E.G.O Concepts

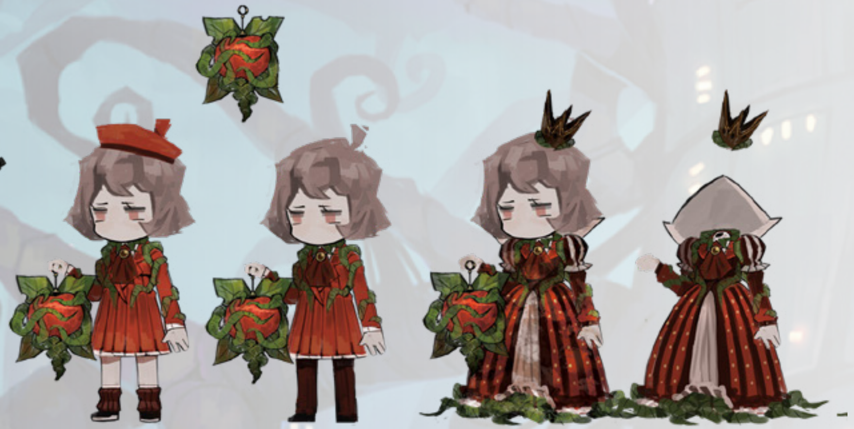
History · Tech. Sciences · Literature · Art

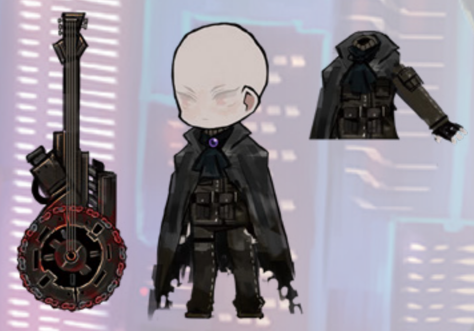


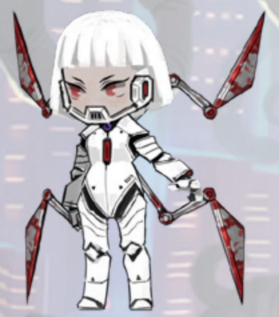


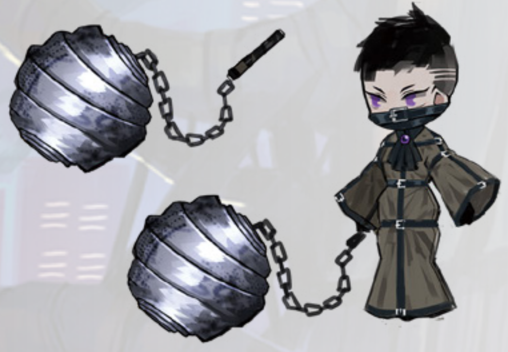


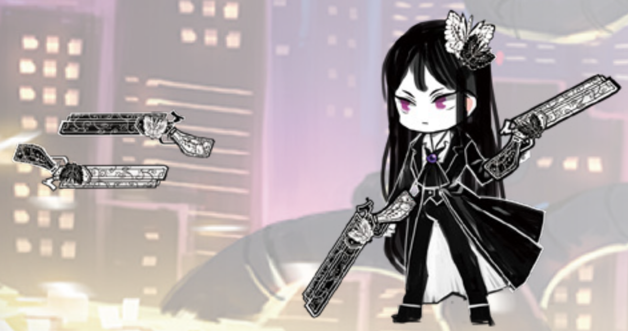


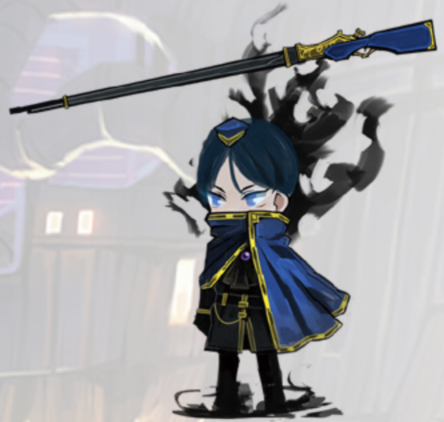


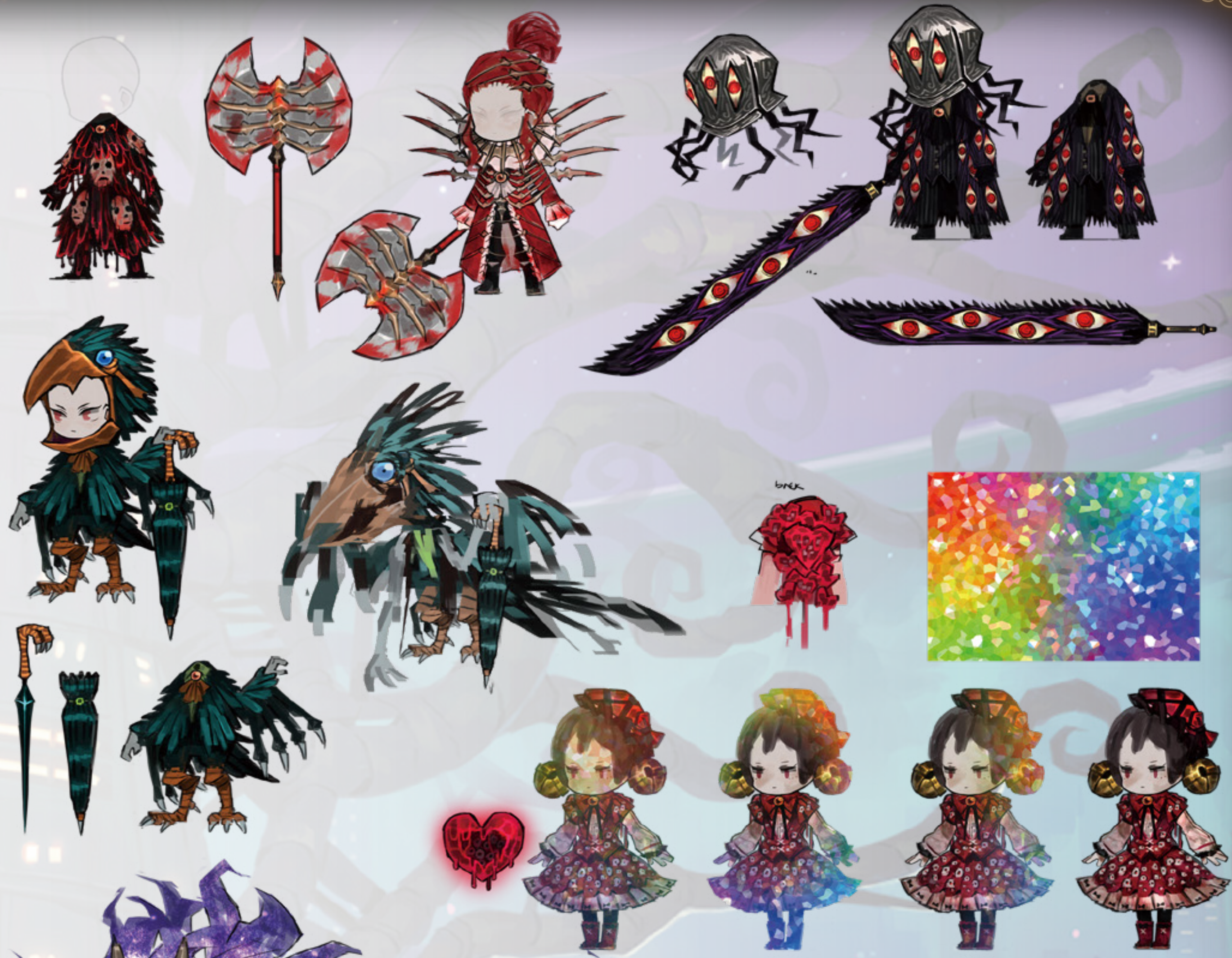


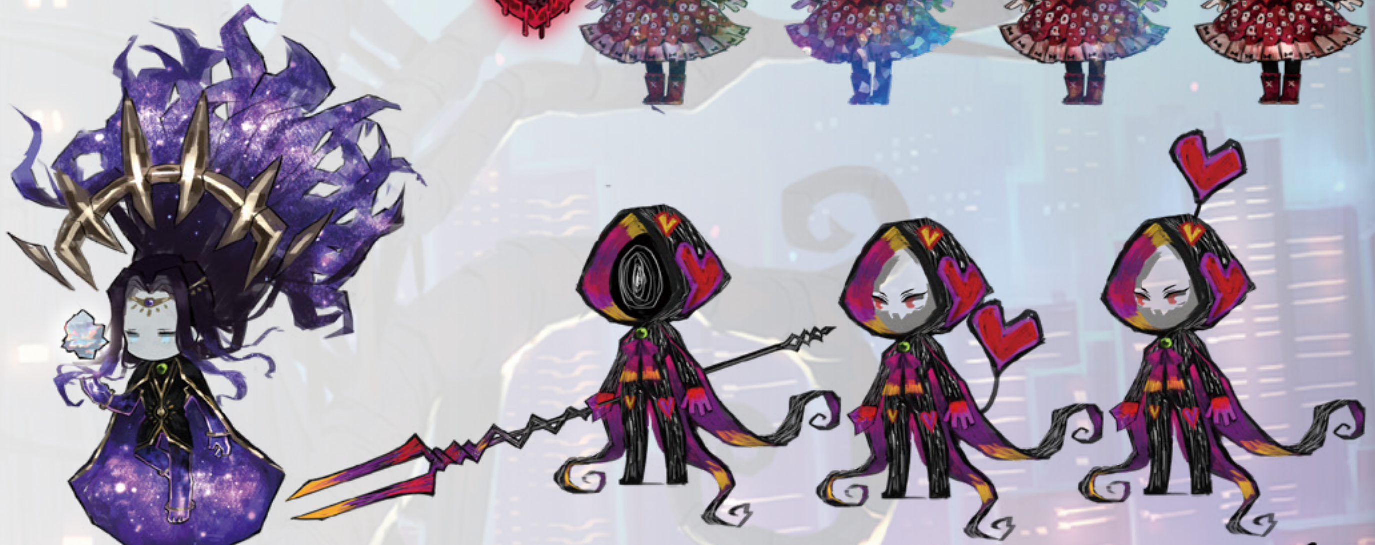


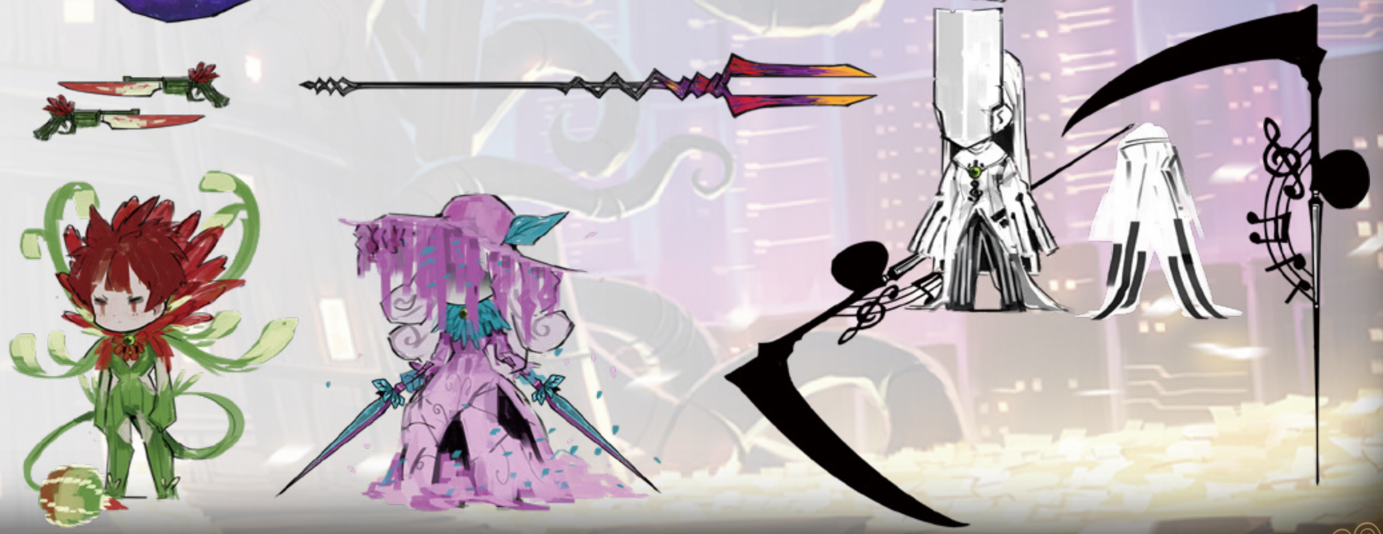


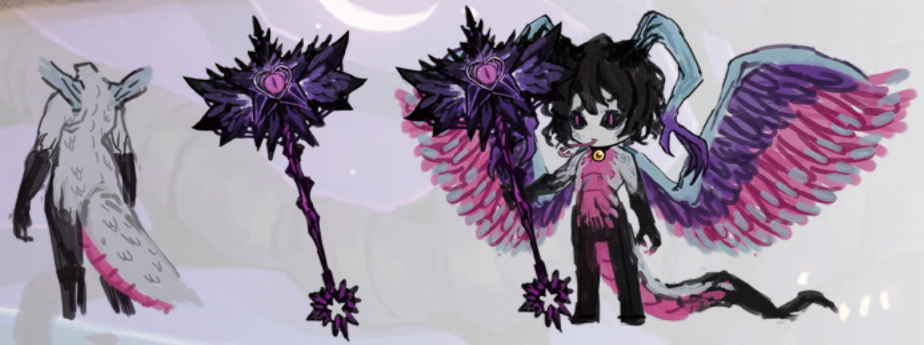


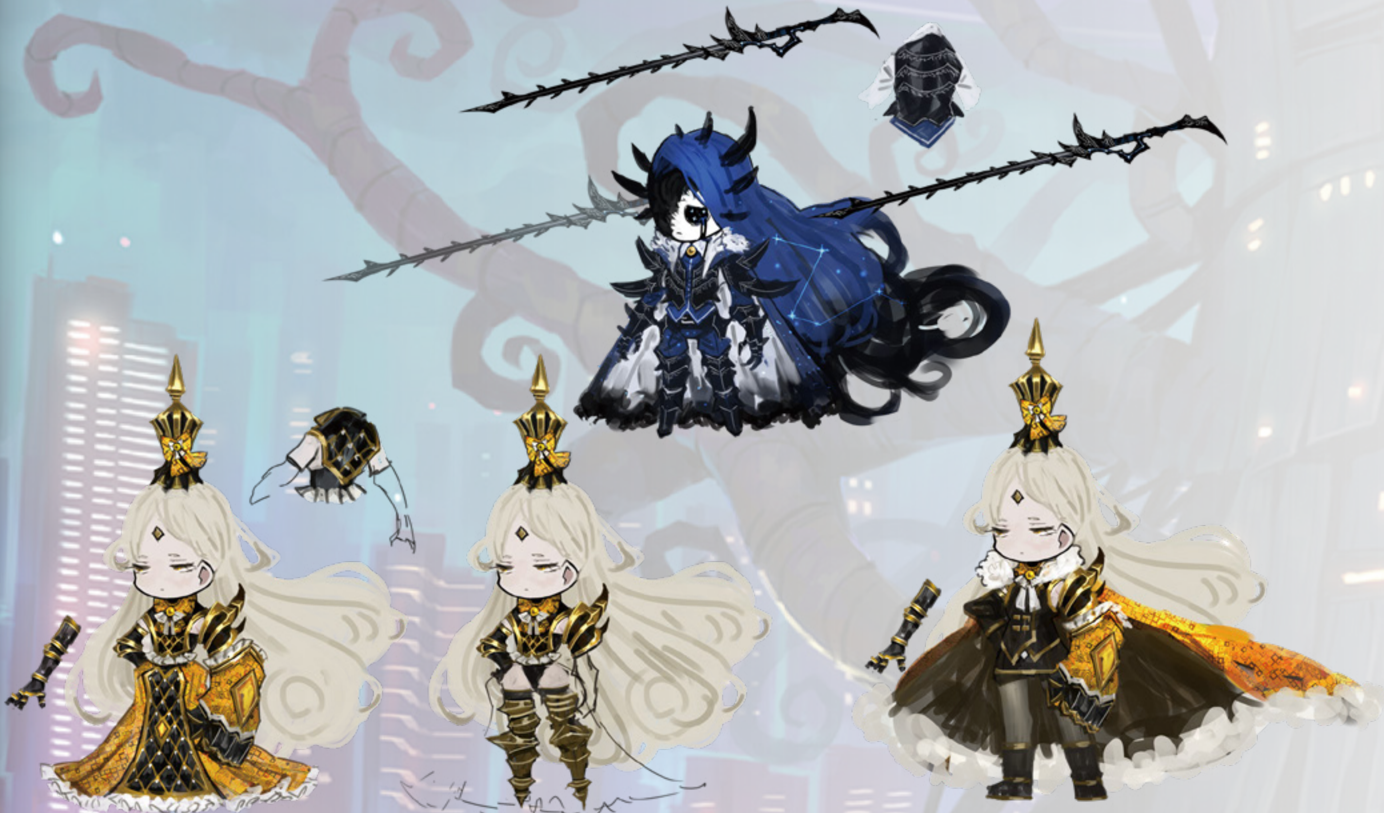


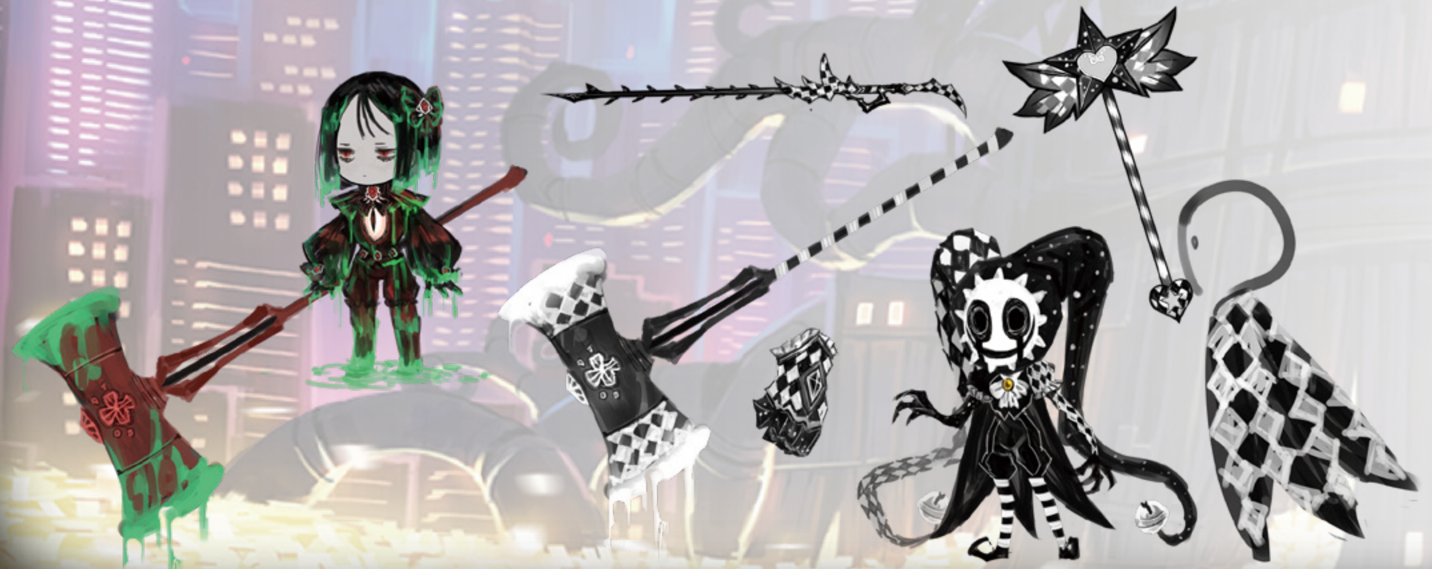


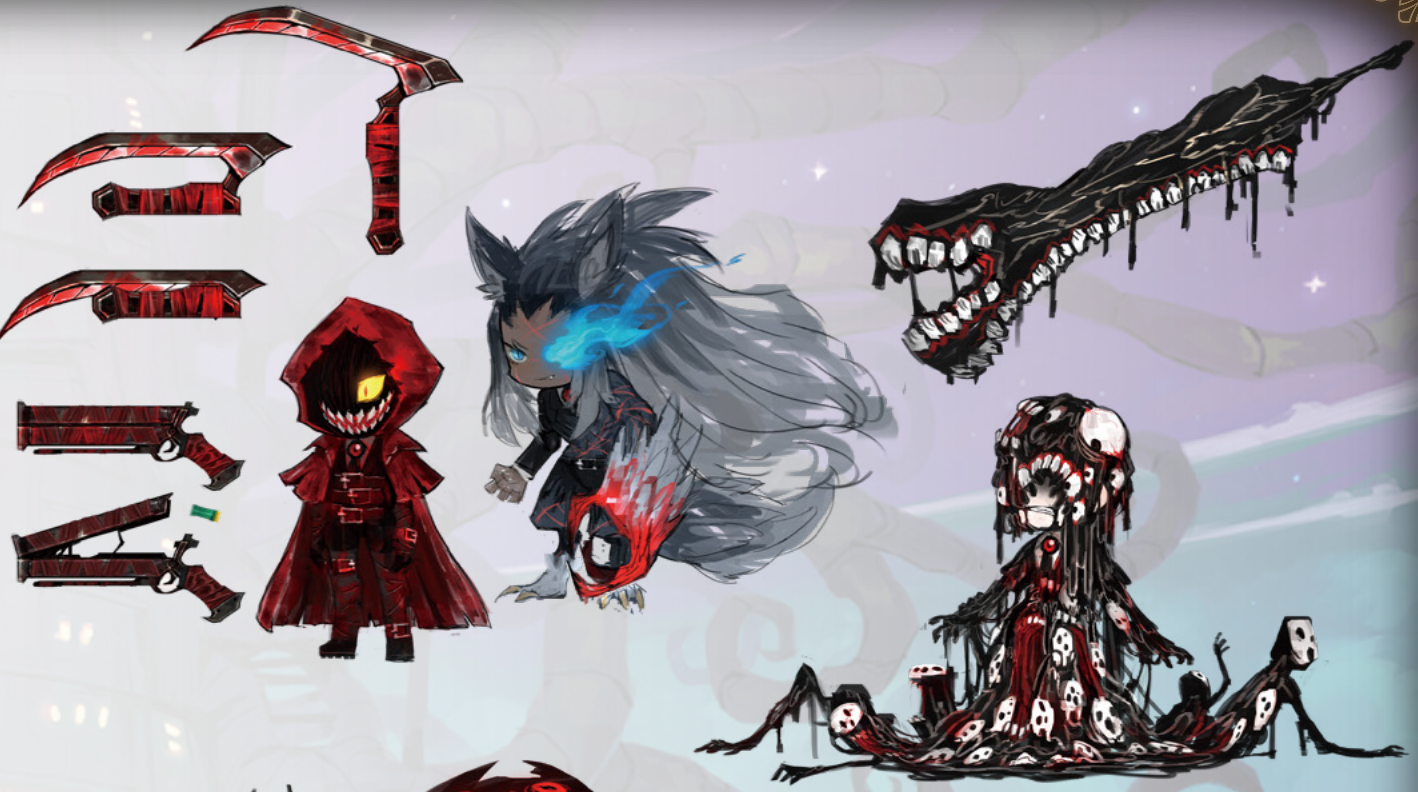


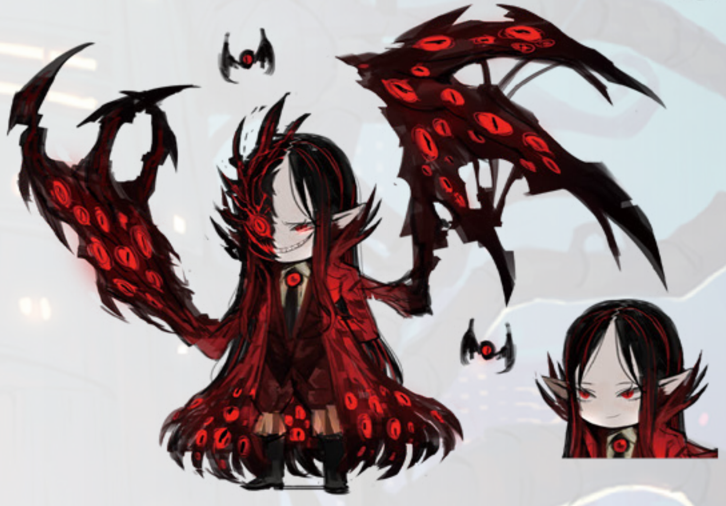


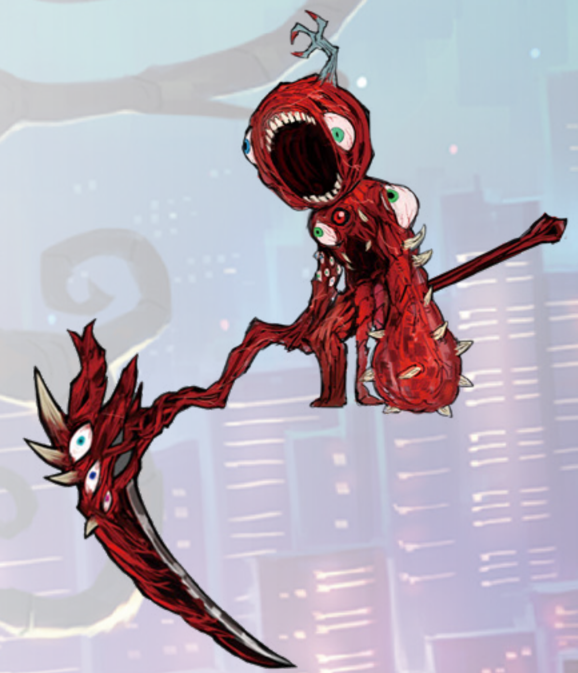


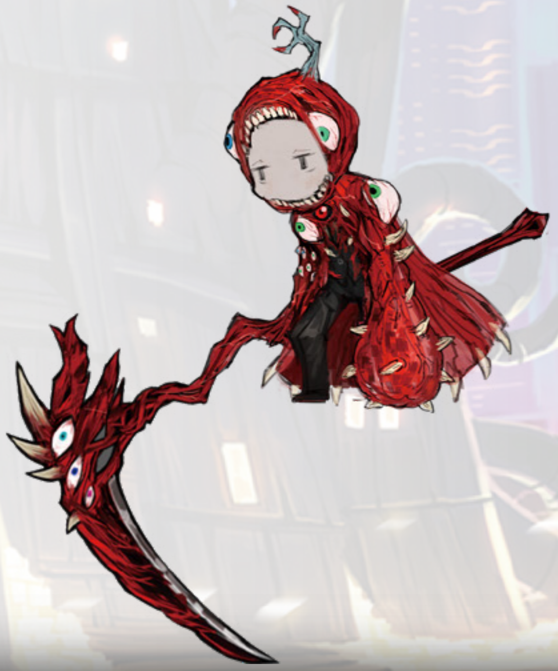


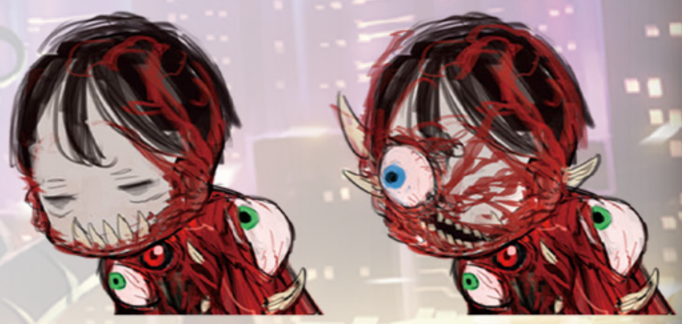






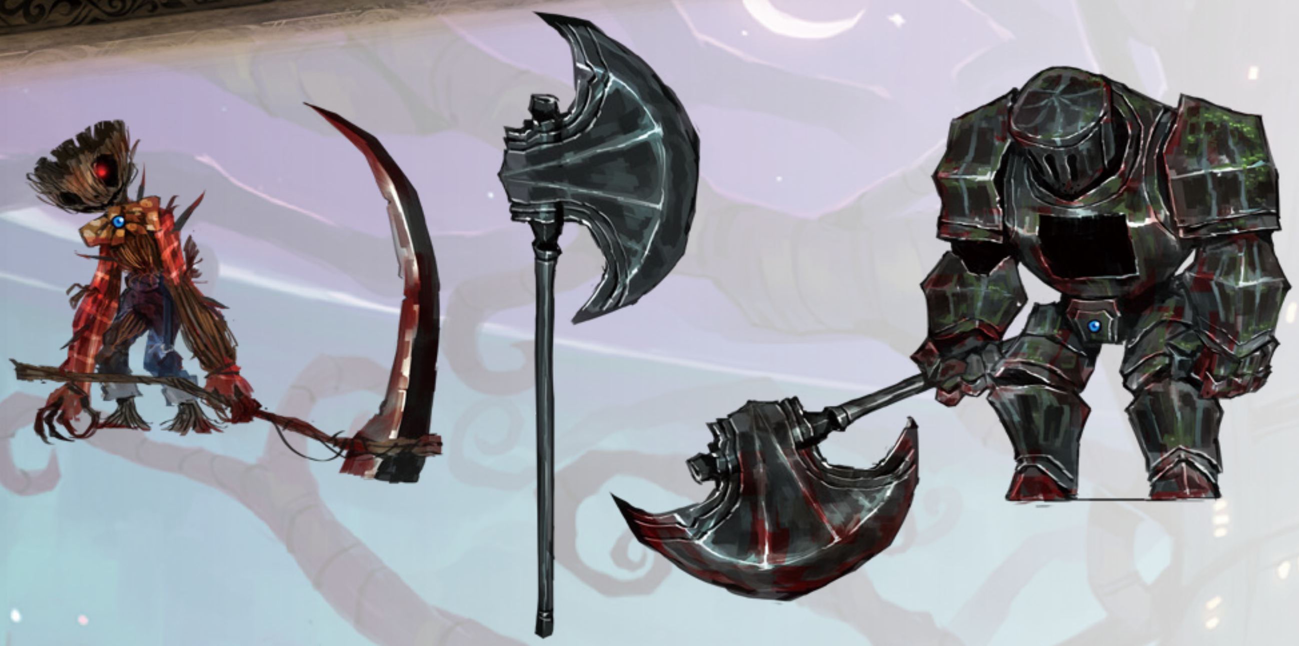


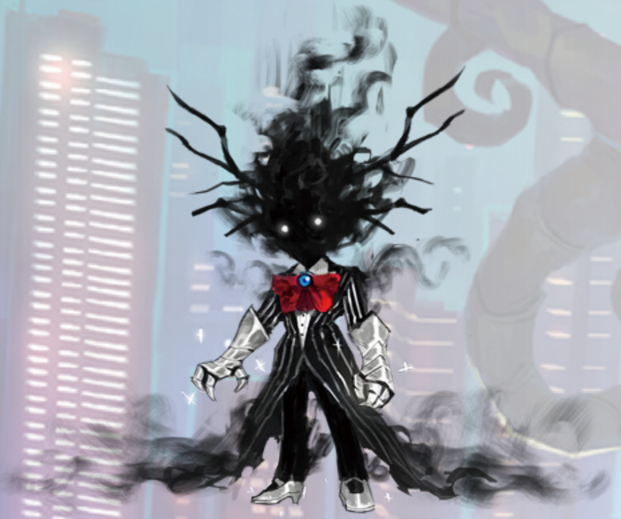


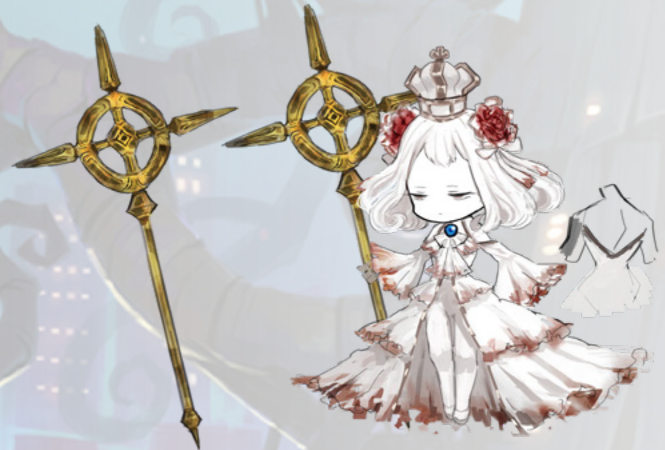


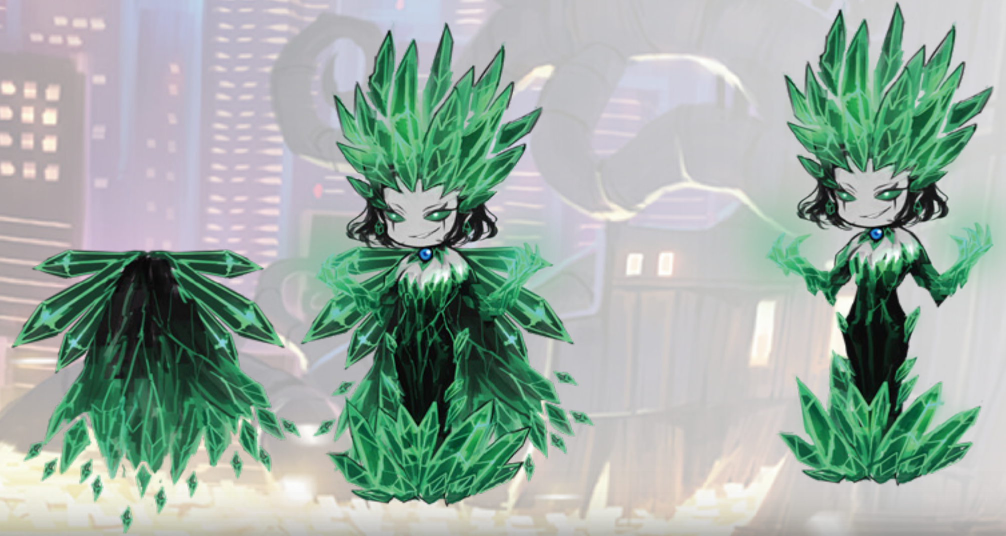
# E.G.O Concepts

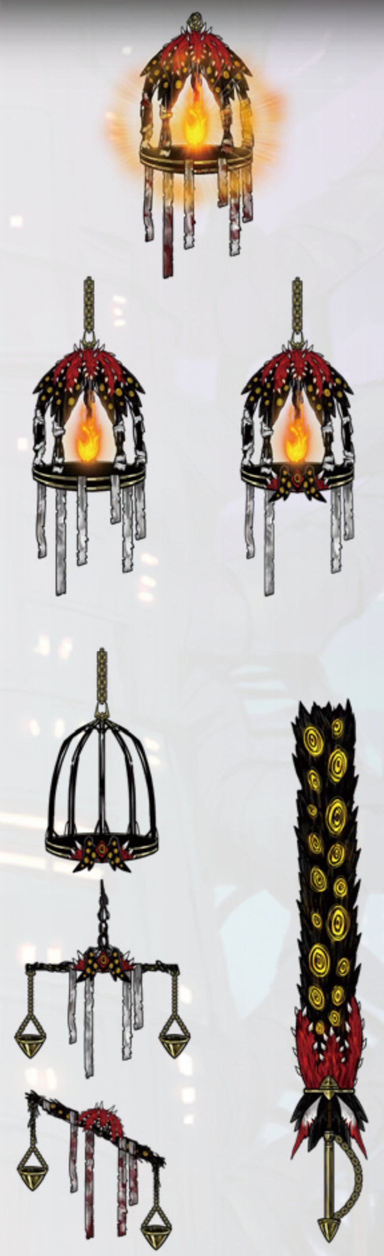
## Soc. Sciences · Philosophy

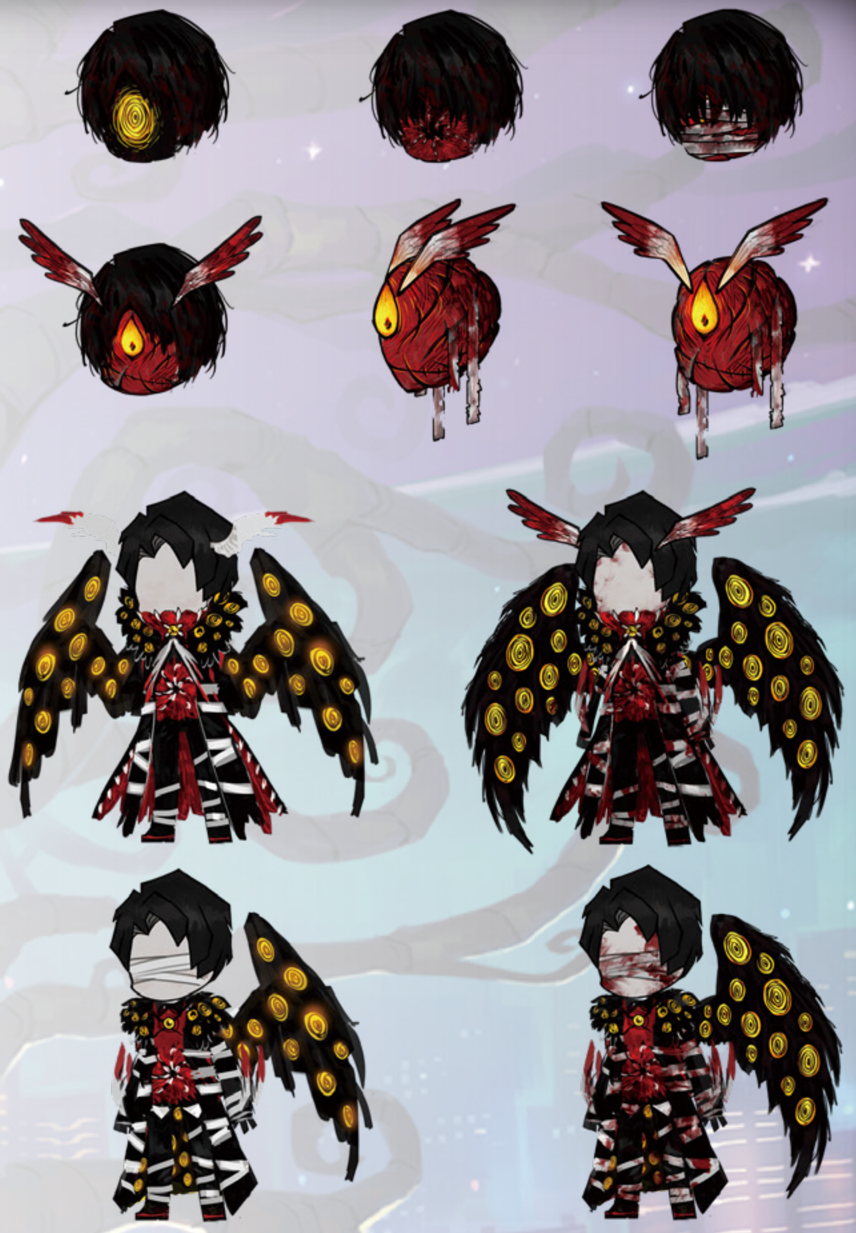


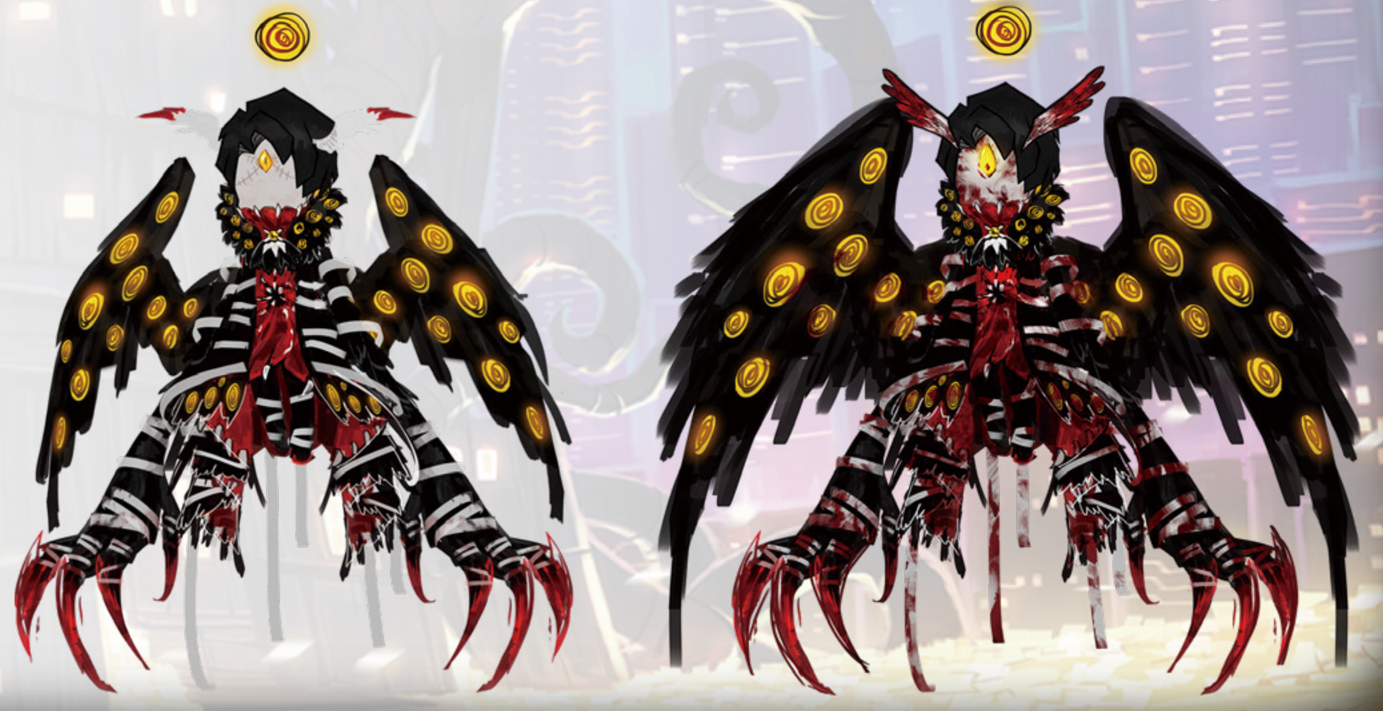






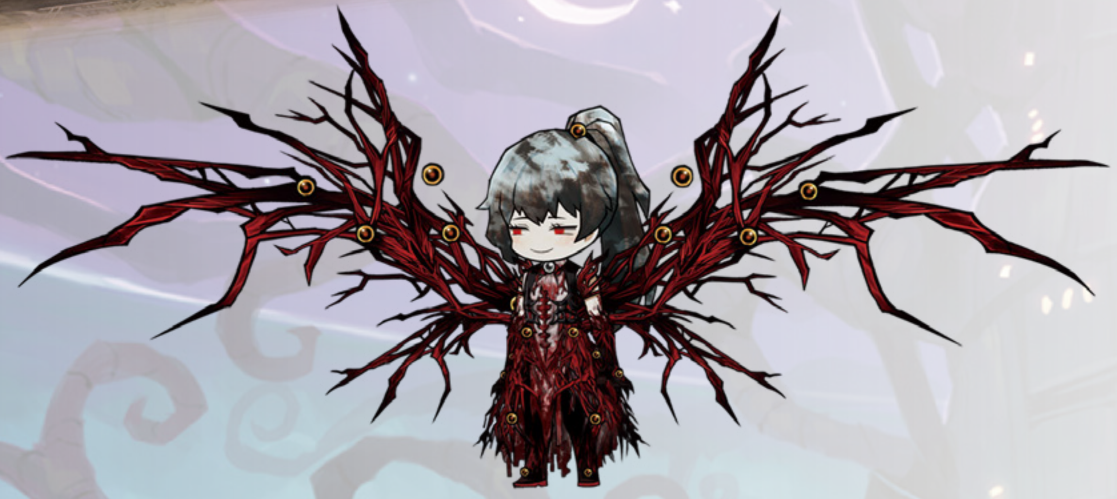


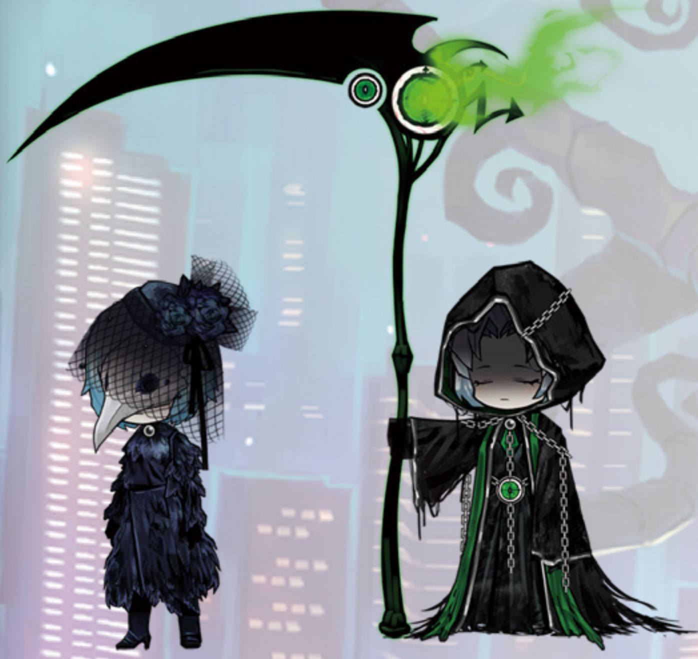


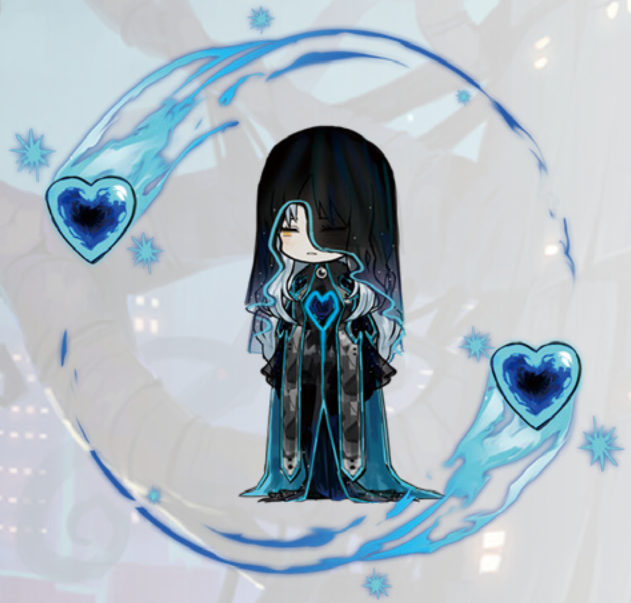


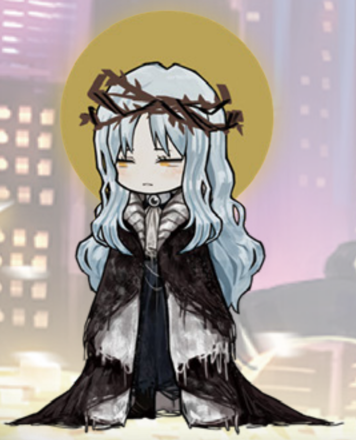
# E.G.O Concepts

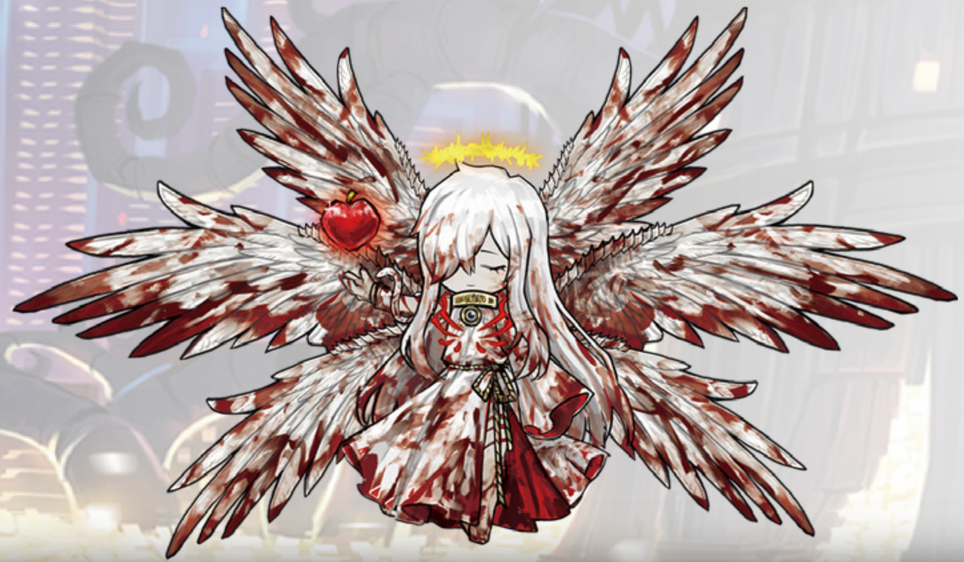
## Religion · General Works

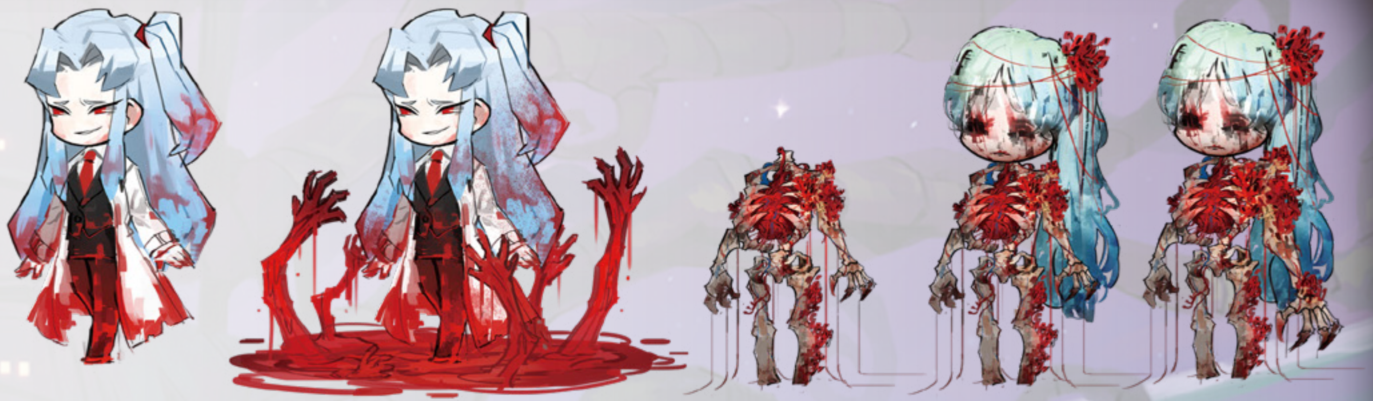


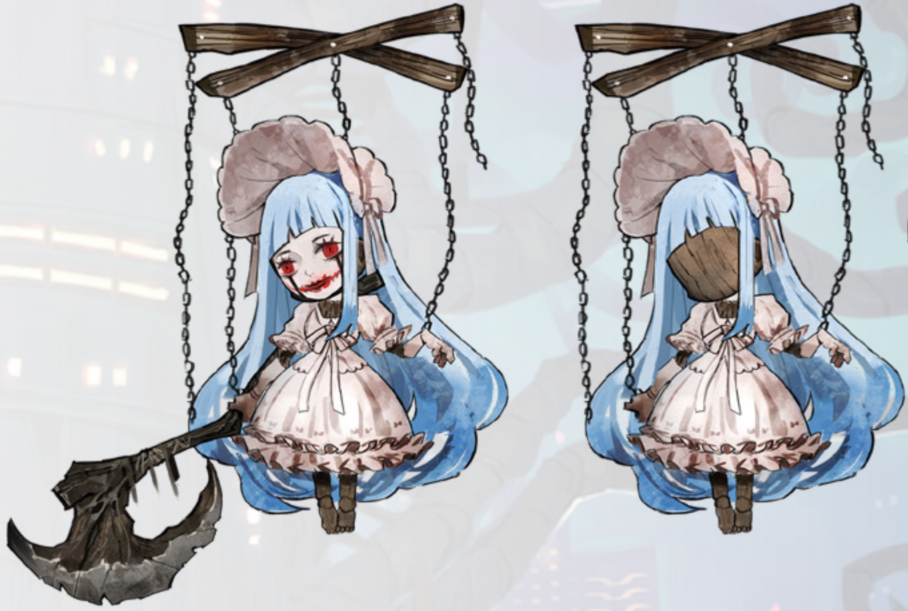


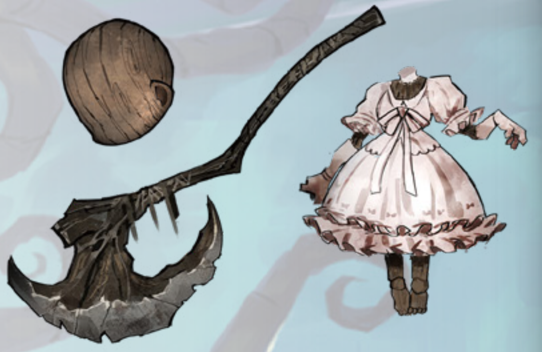


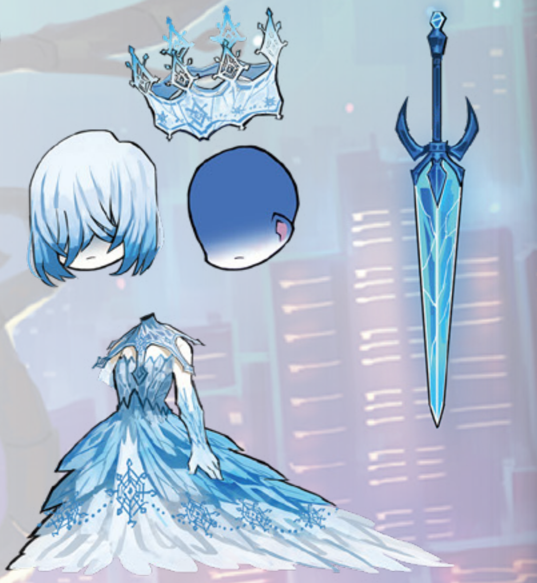


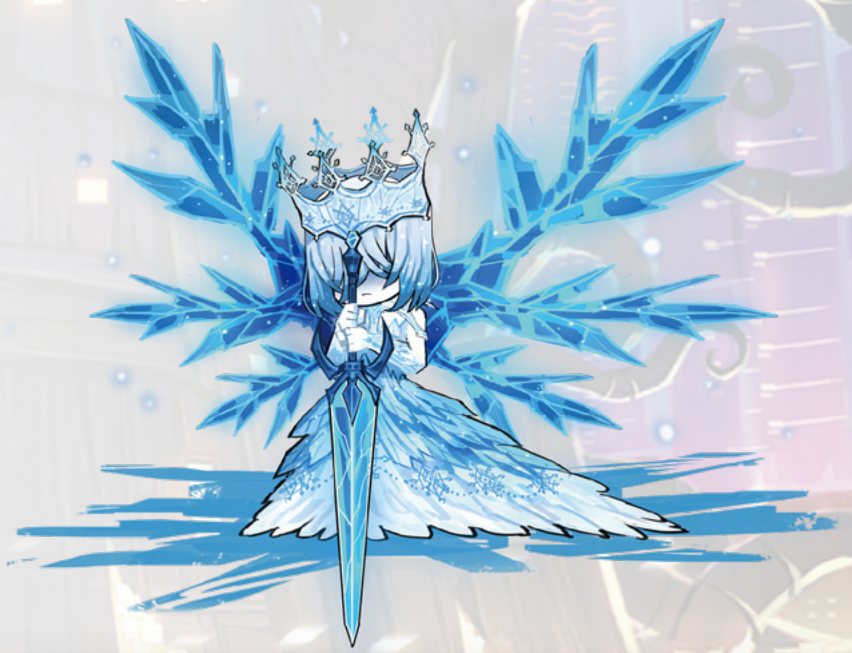


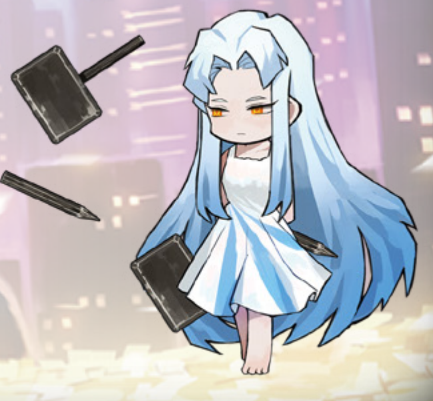






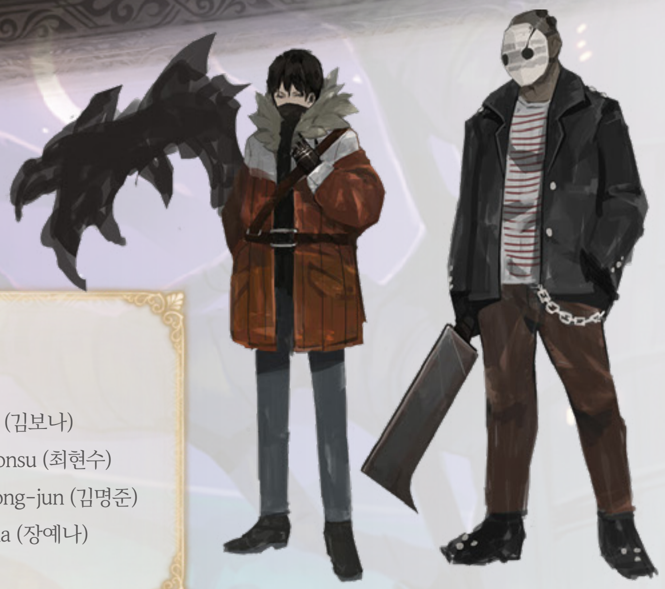






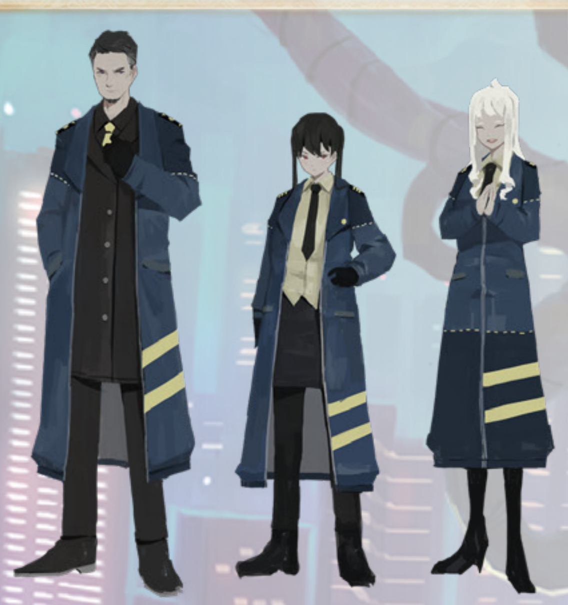
# The Guests

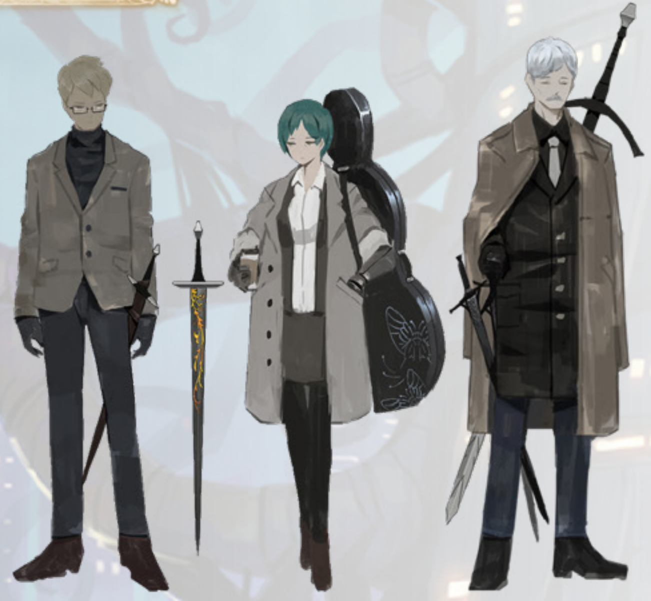
## Various Guest Concepts

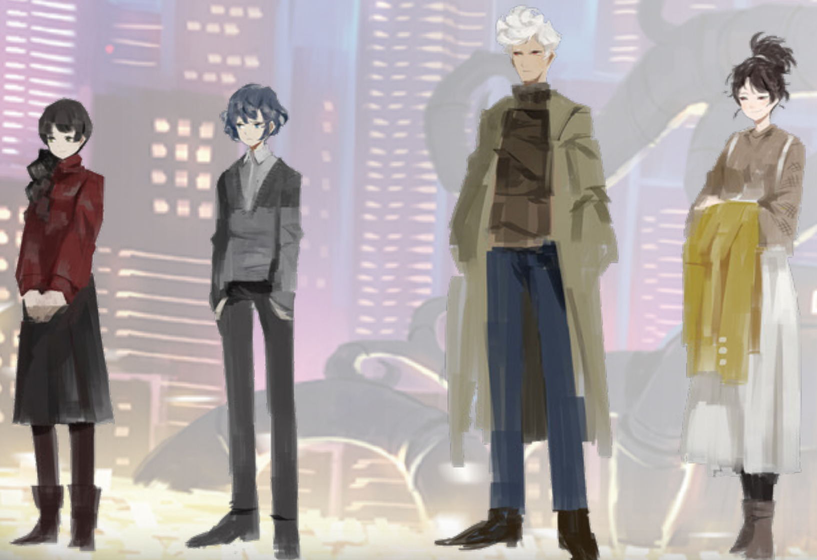


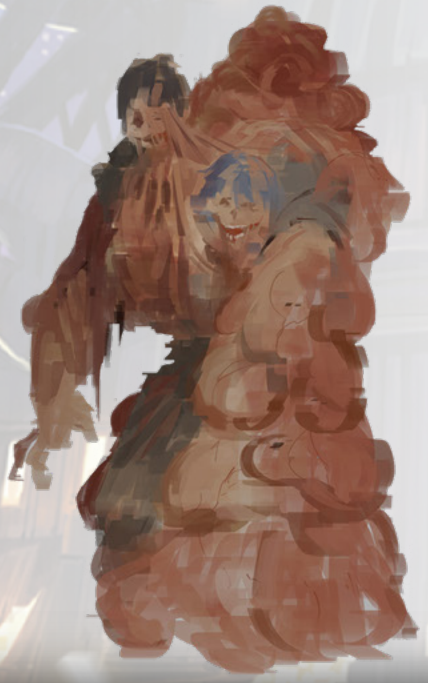
### Other Characters & Their Voice Actors

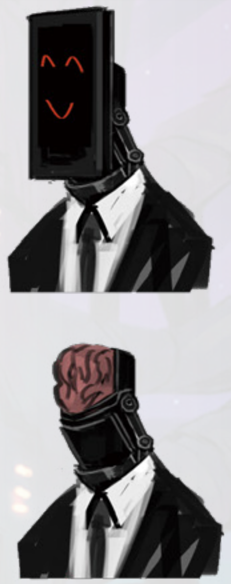
| | | | |
|---|---|---|---|
| Thelma | **VA** Lee Chang-min (이창민) | Naimon | **VA** Kim Bona (김보나) |
| Ayin | **VA** Park Seong-yeong (박성영) | Renaud | **VA** Choi Hyeonsu (최현수) |
| Benjamin | **VA** Lee Min-kyu (이민규) | Ogier | **VA** Kim Myeong-jun (김명준) |
| Carmen | **VA** Lee Daeun (이다은) | Angelica | **VA** Jang Ye-na (장예나) |
| Astolfo | **VA** Kim Daol (김다올) | | |

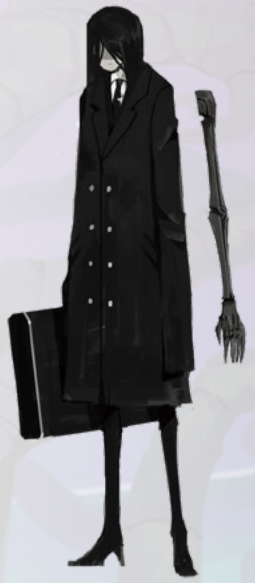


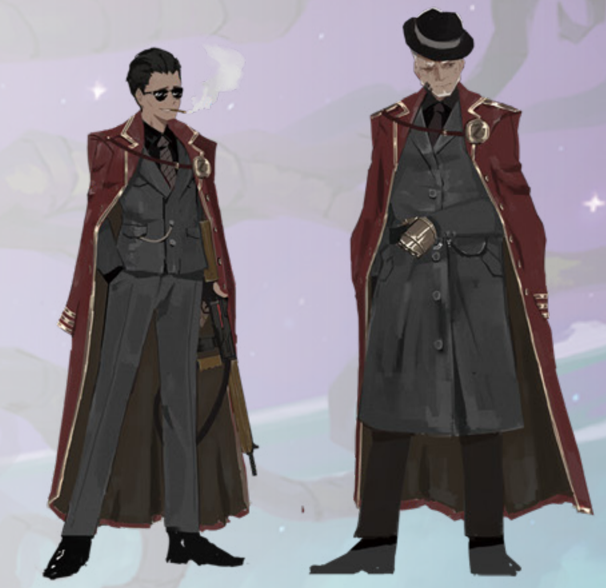


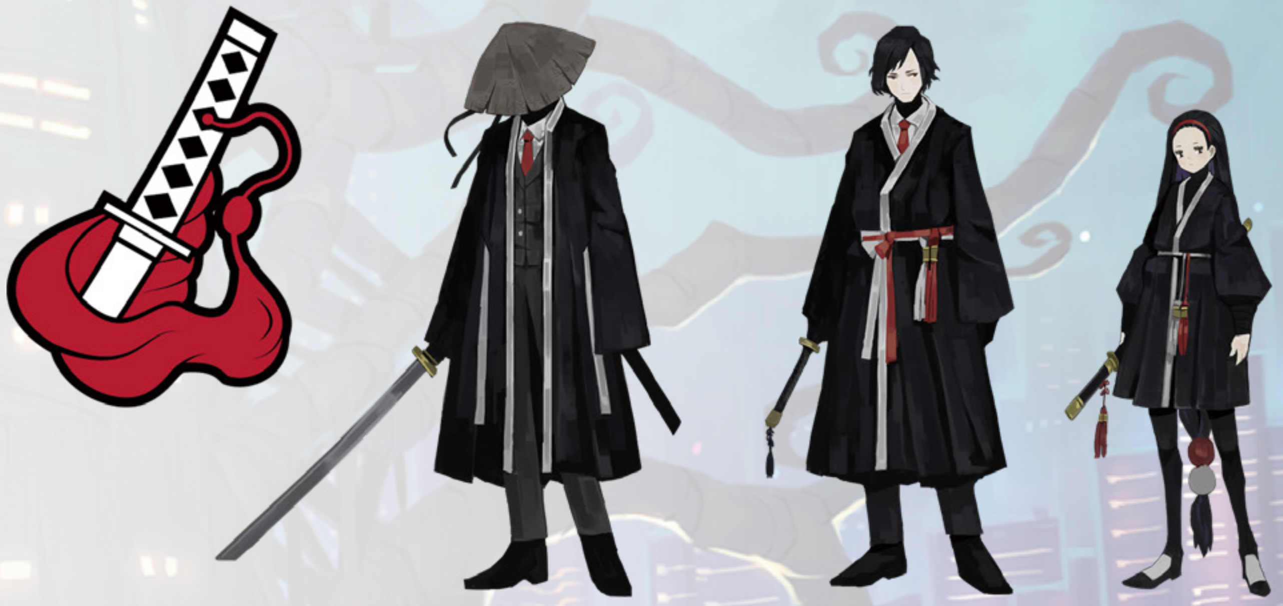


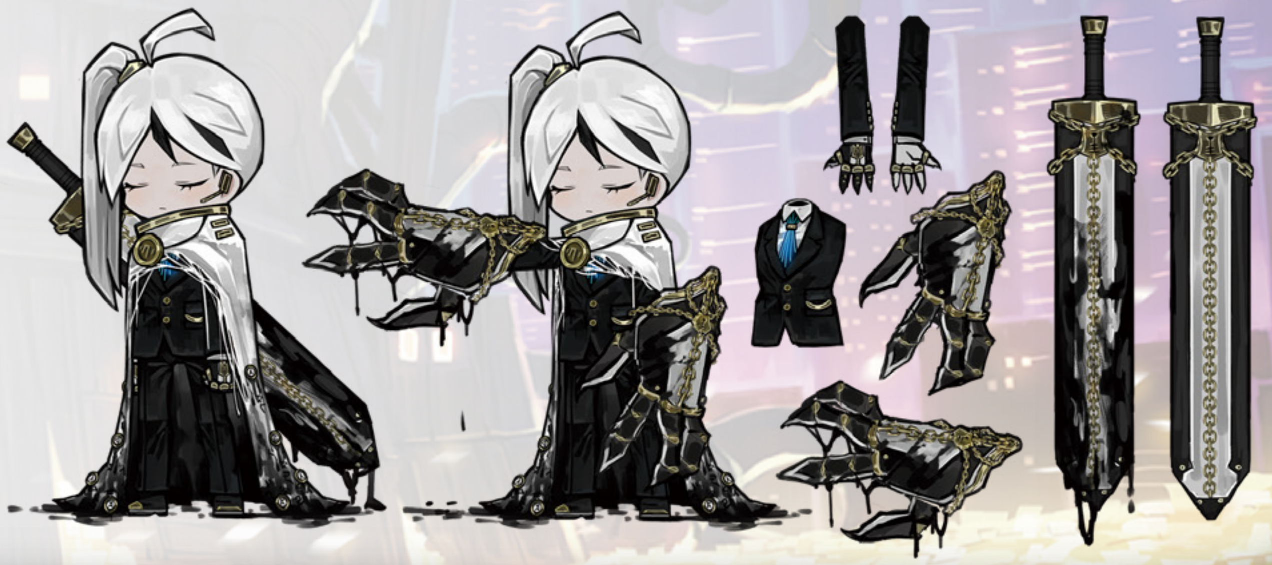




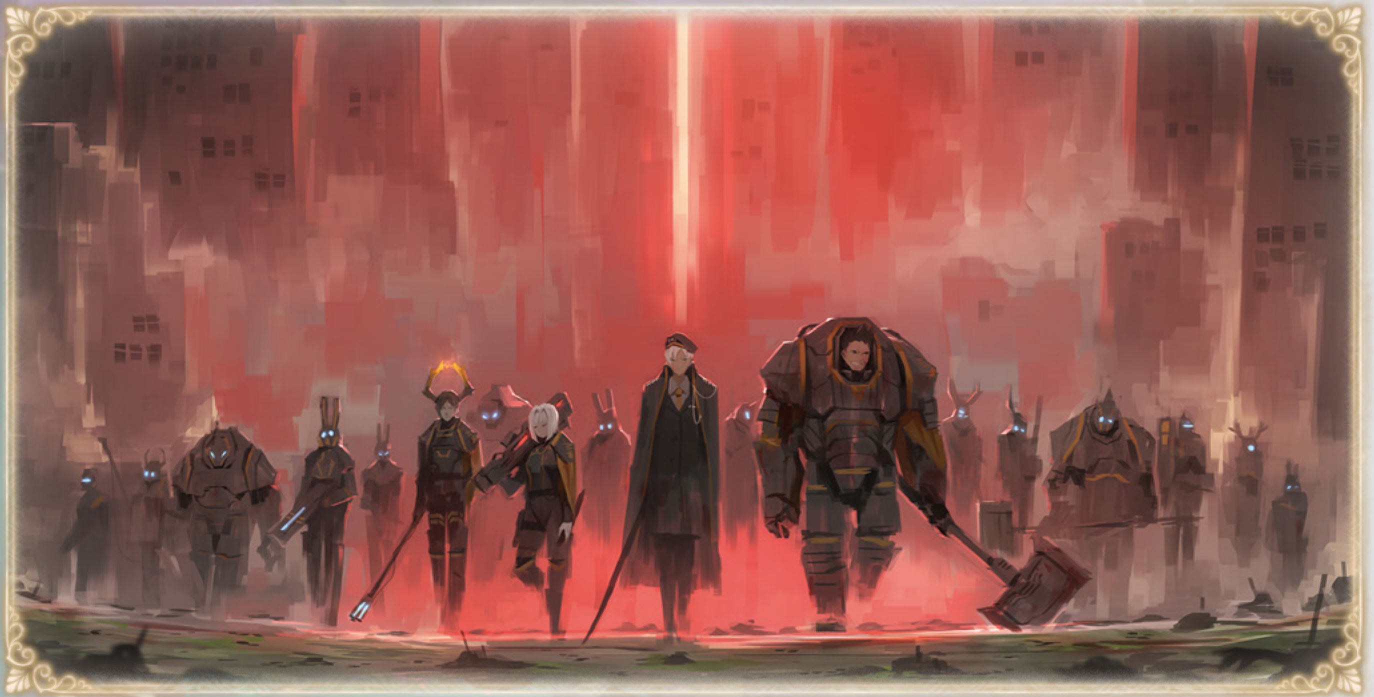


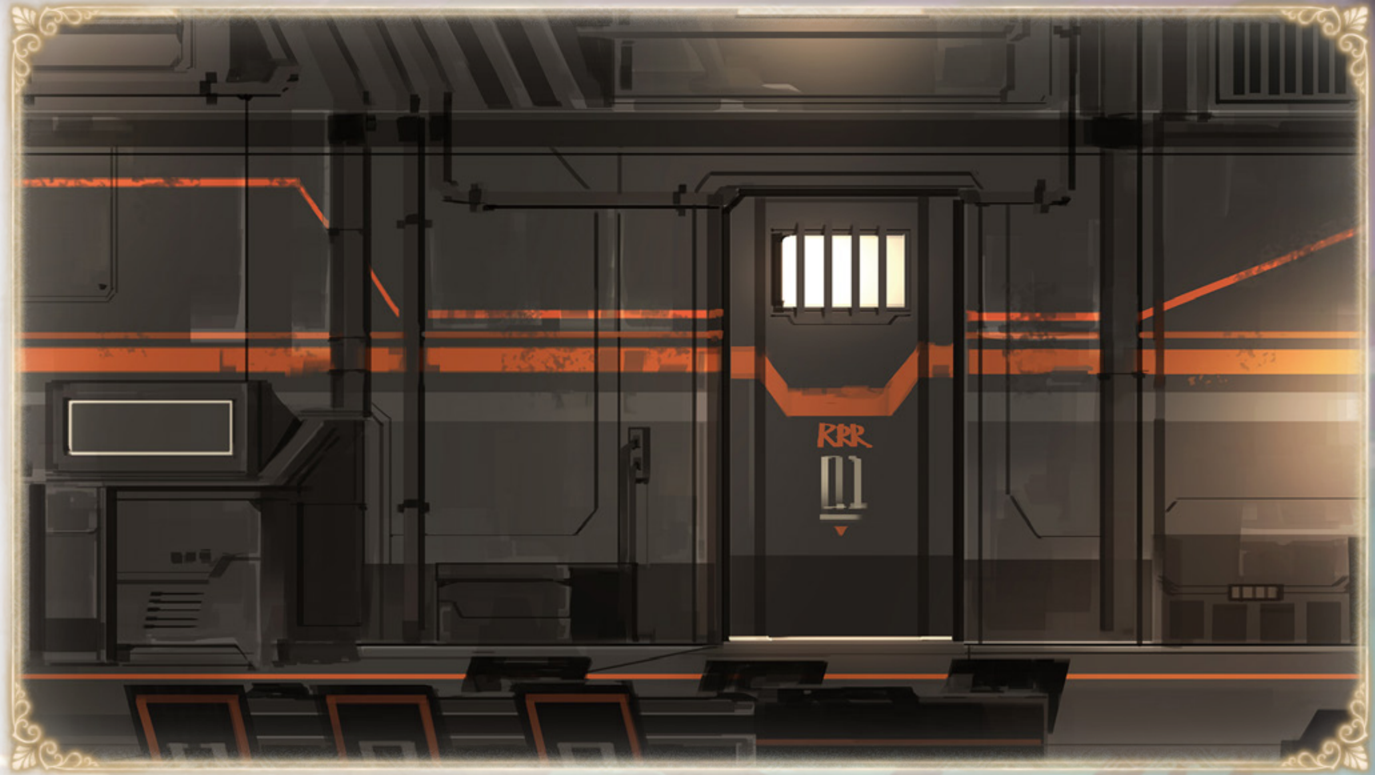


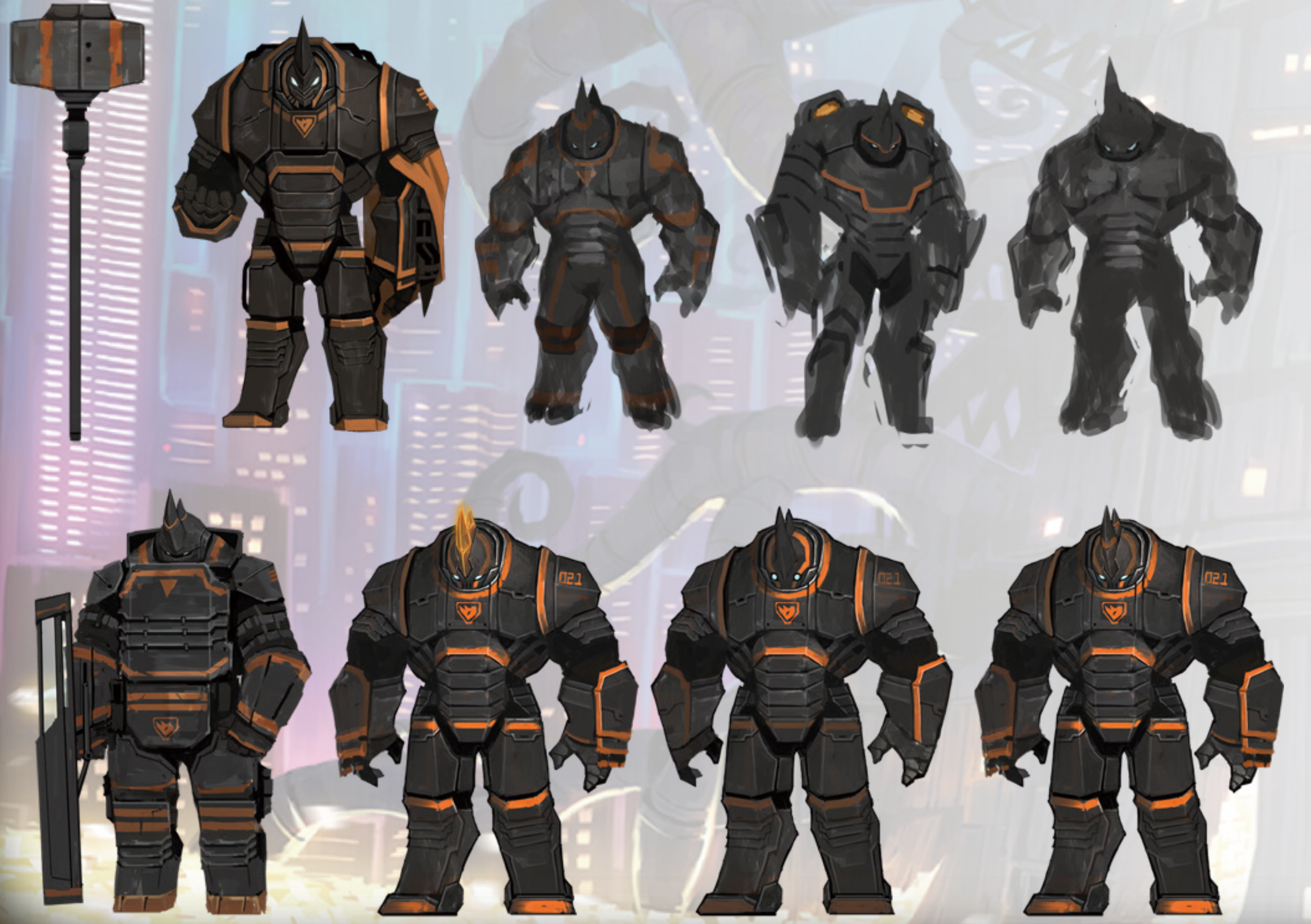


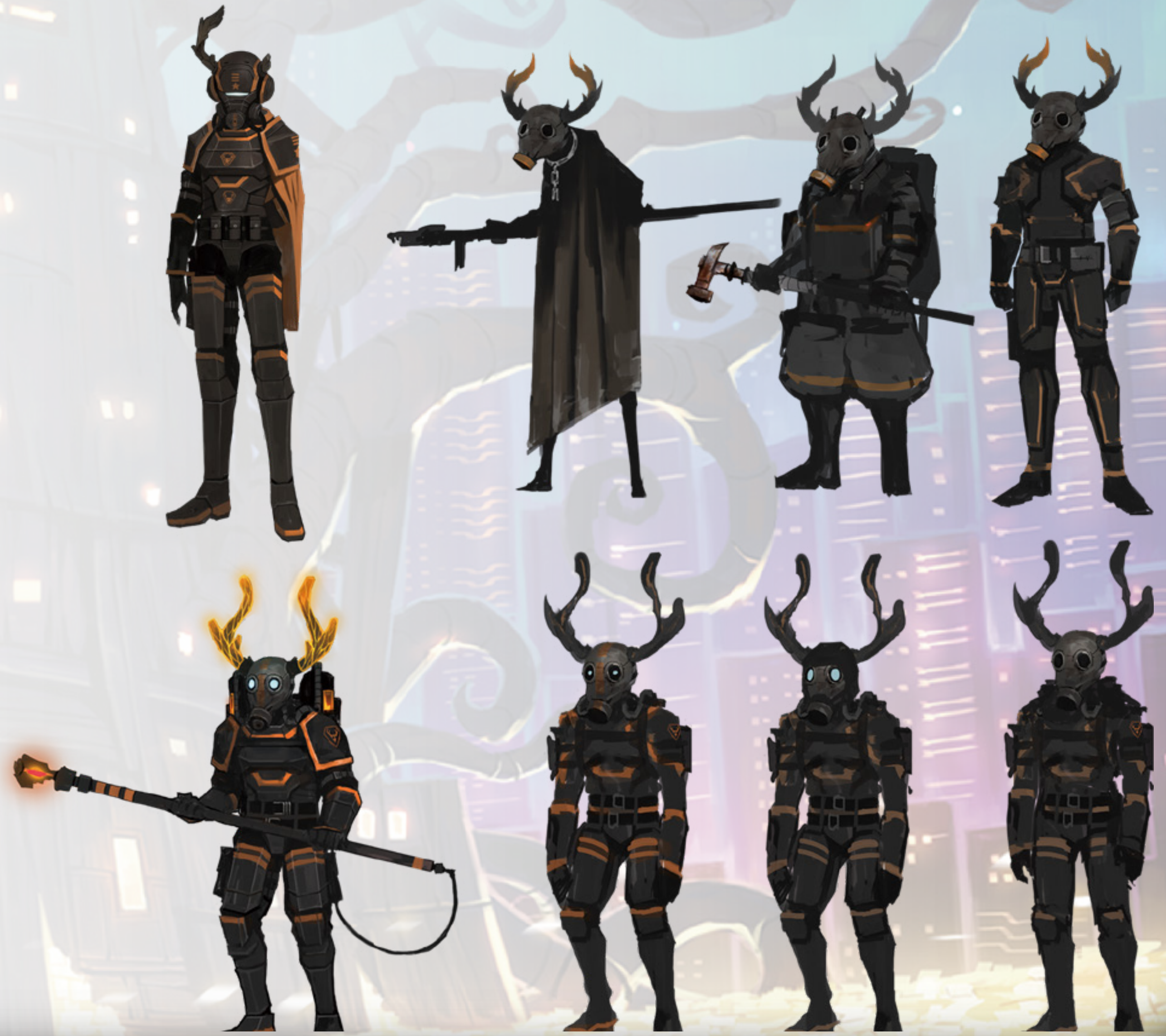


# The Guests
## R Corp's 4th Pack



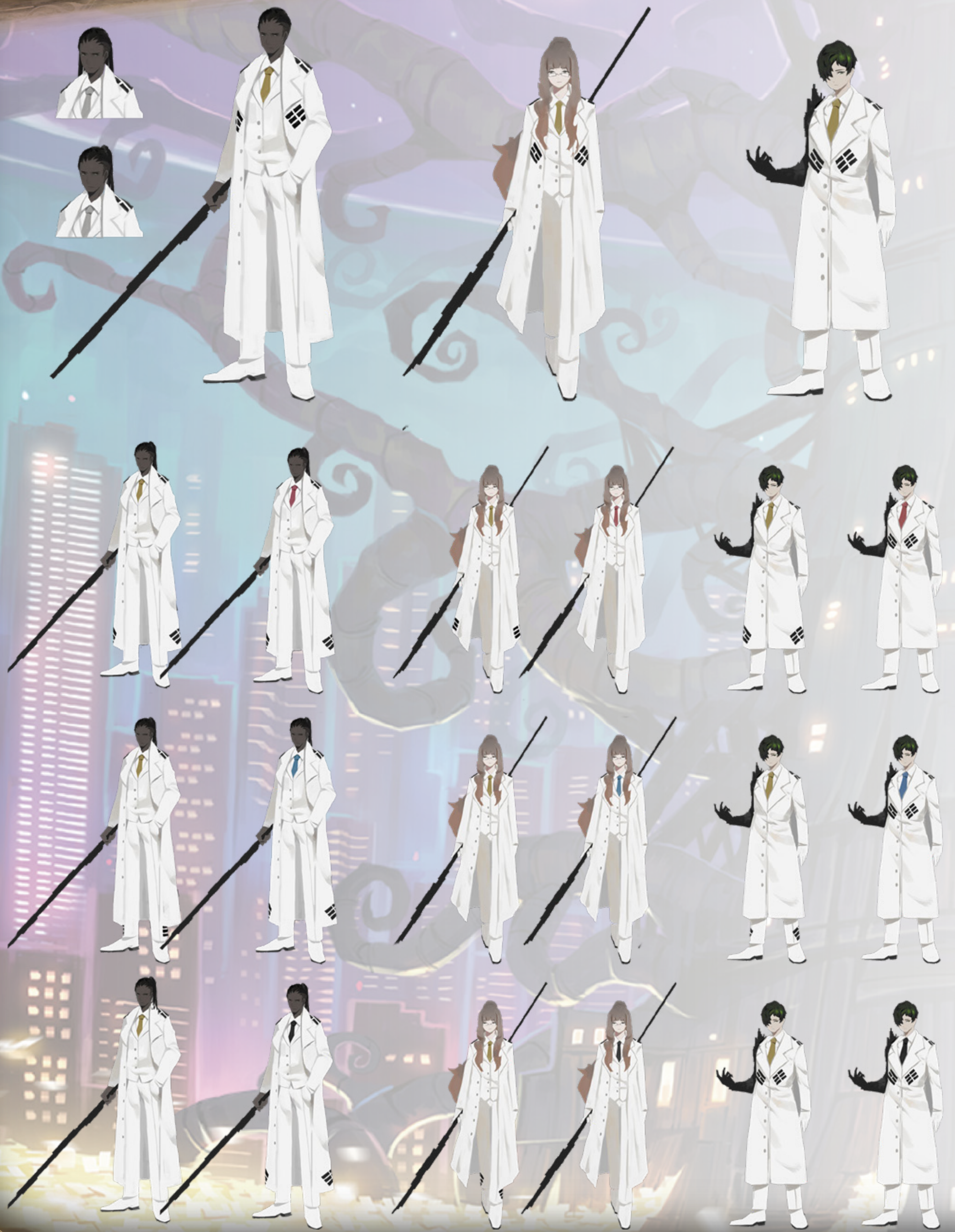


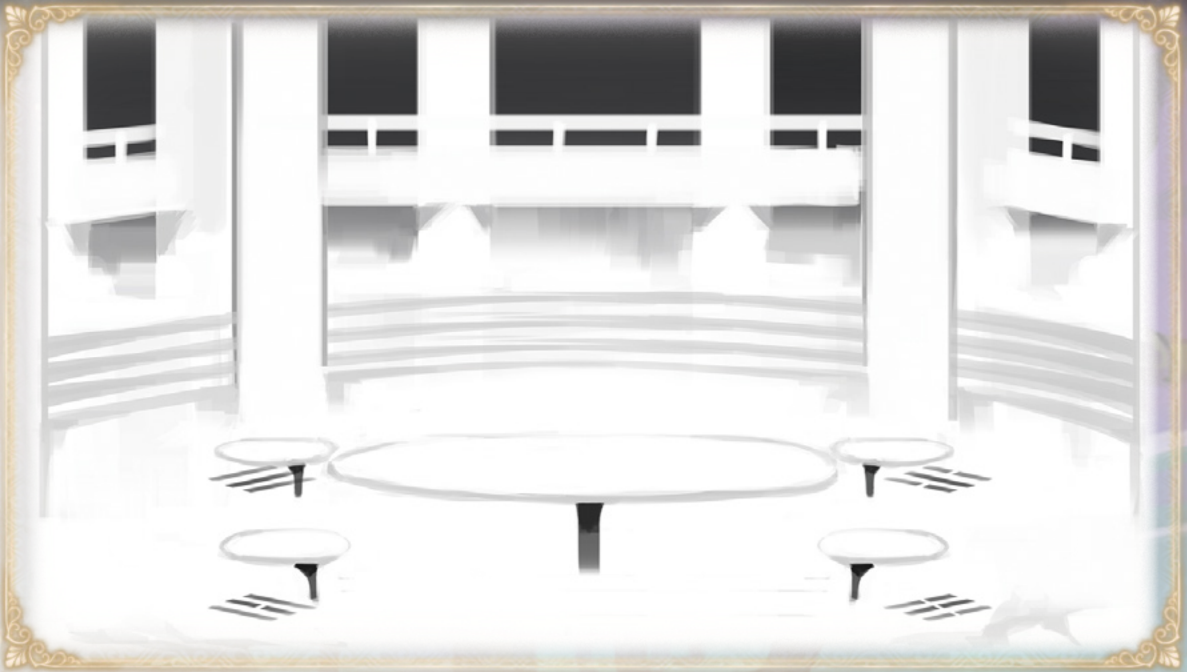


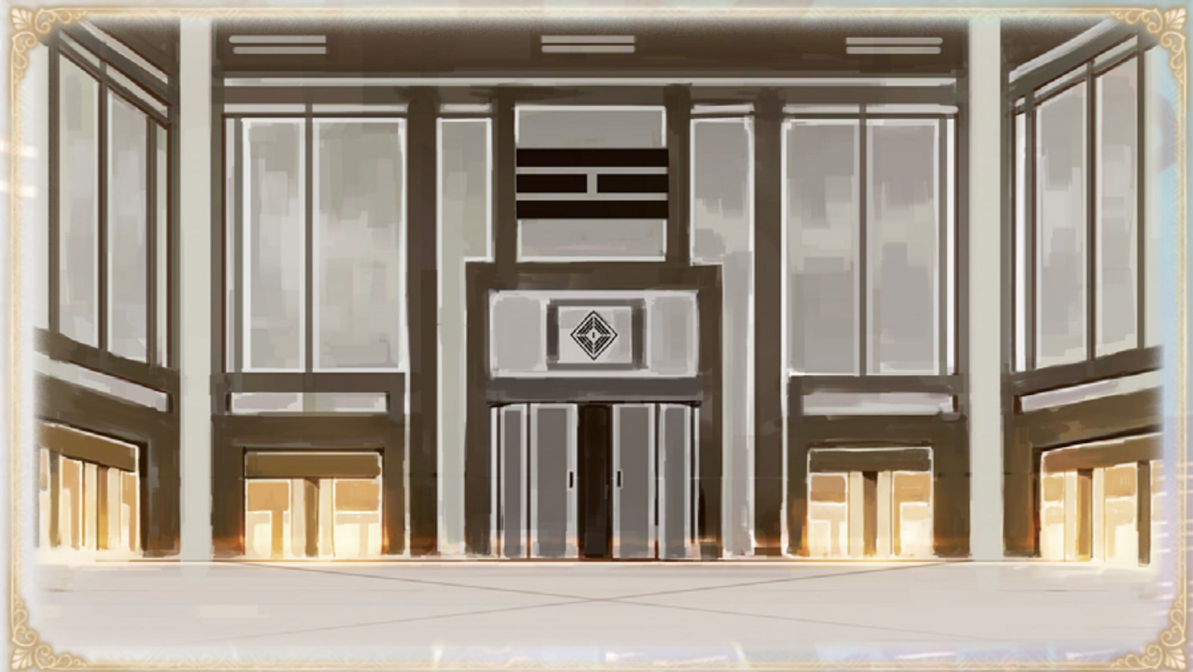


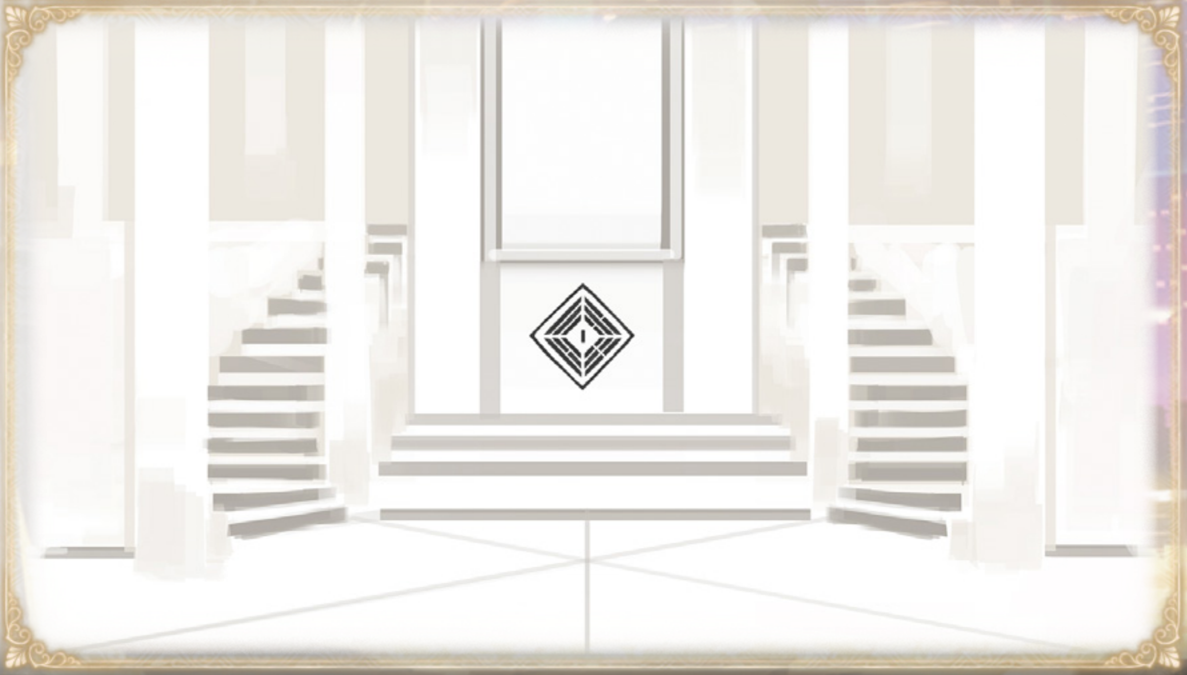
## The Guests

### Hana Association



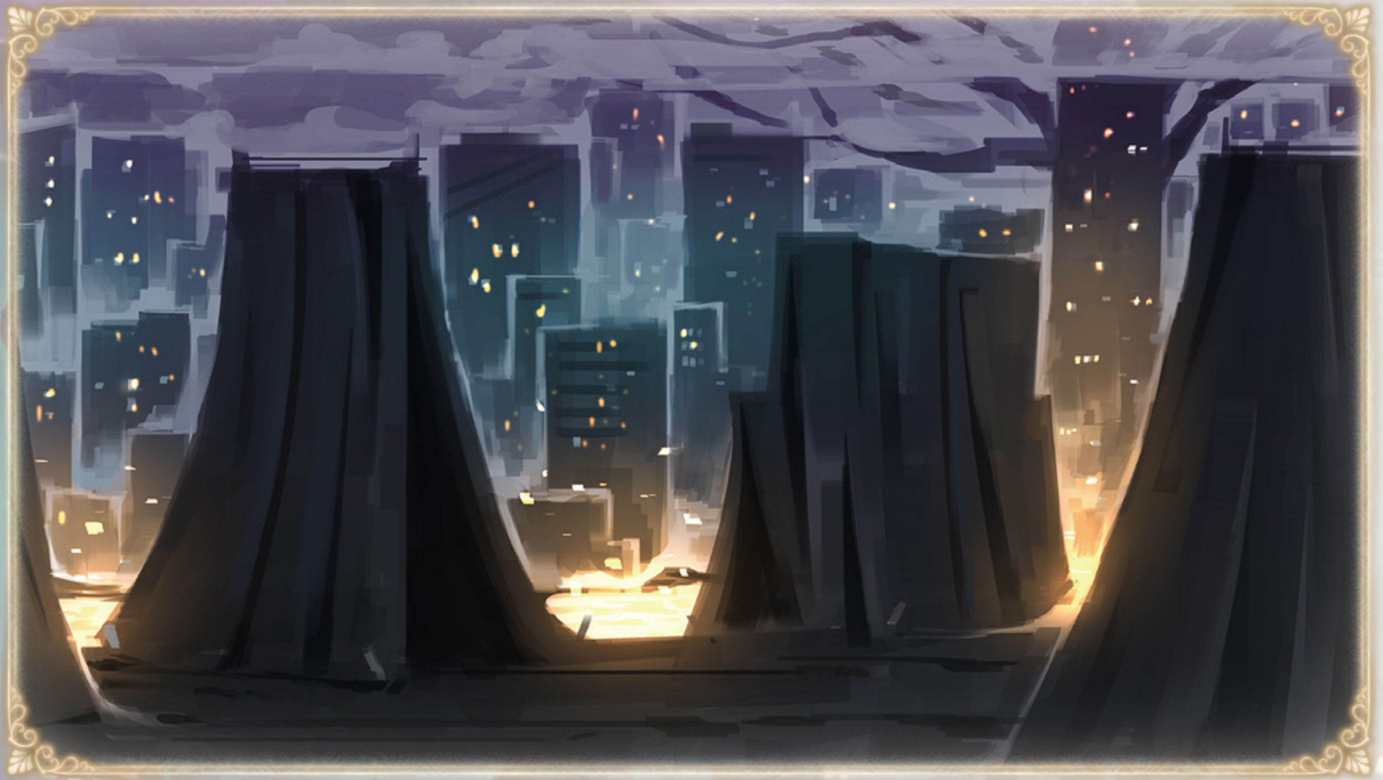


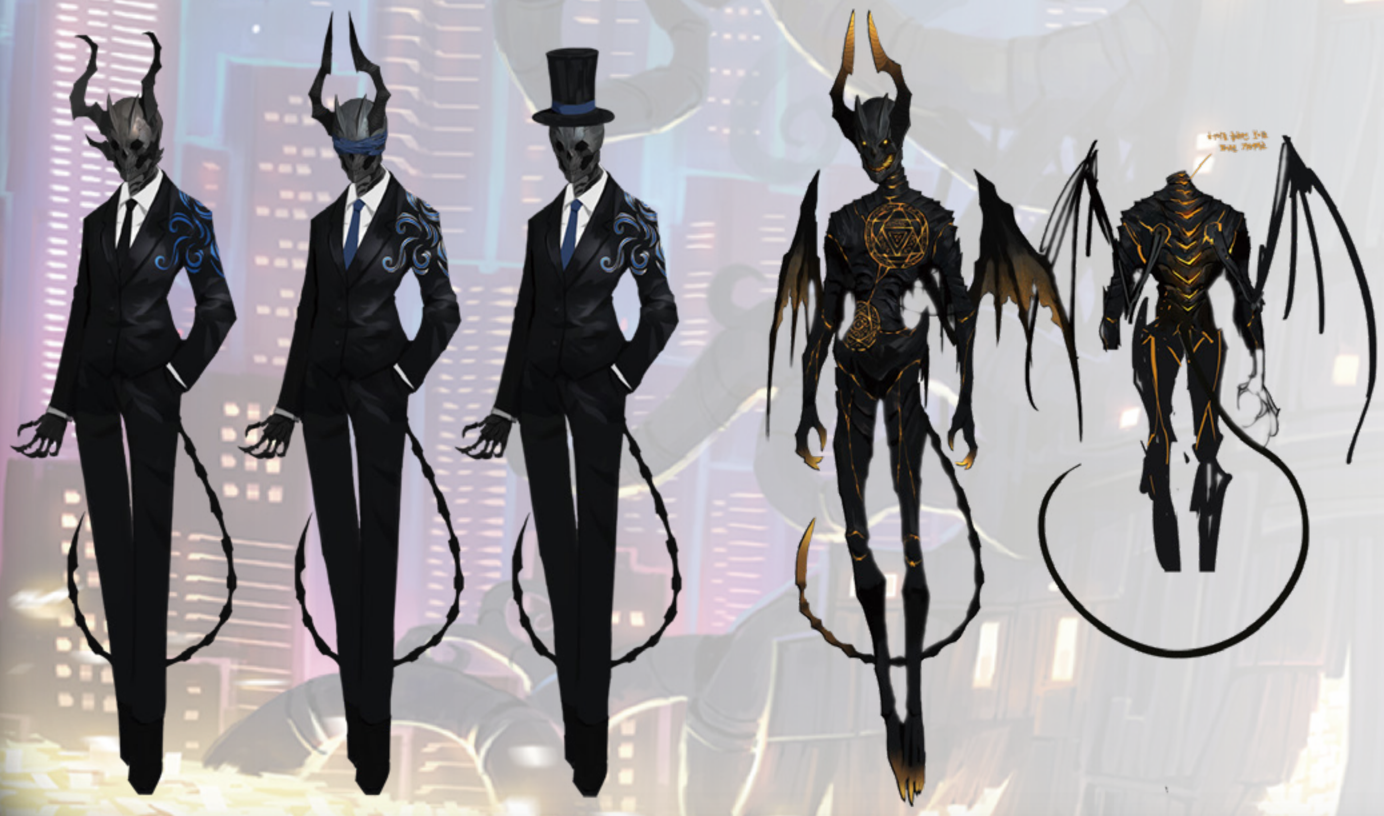


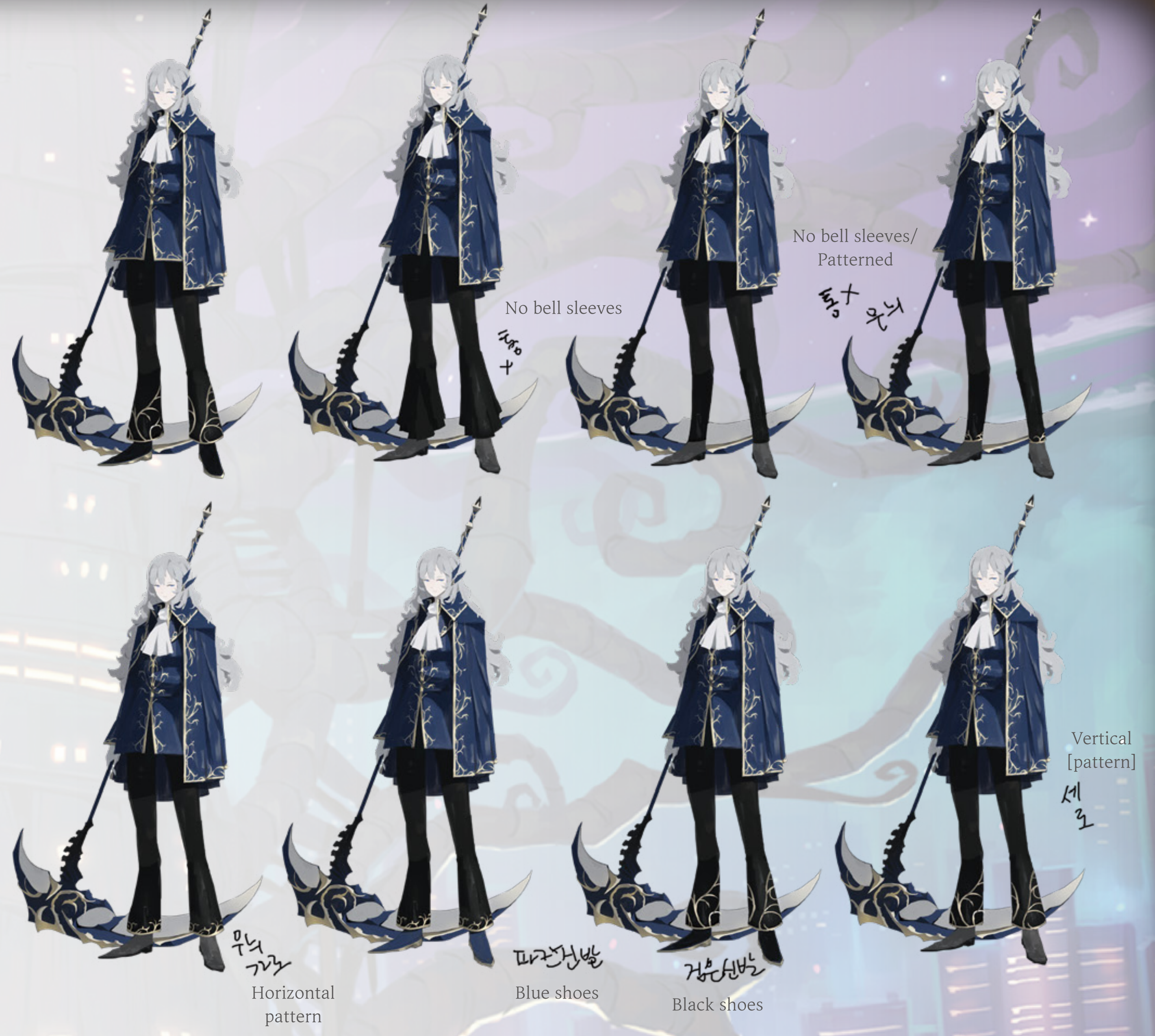


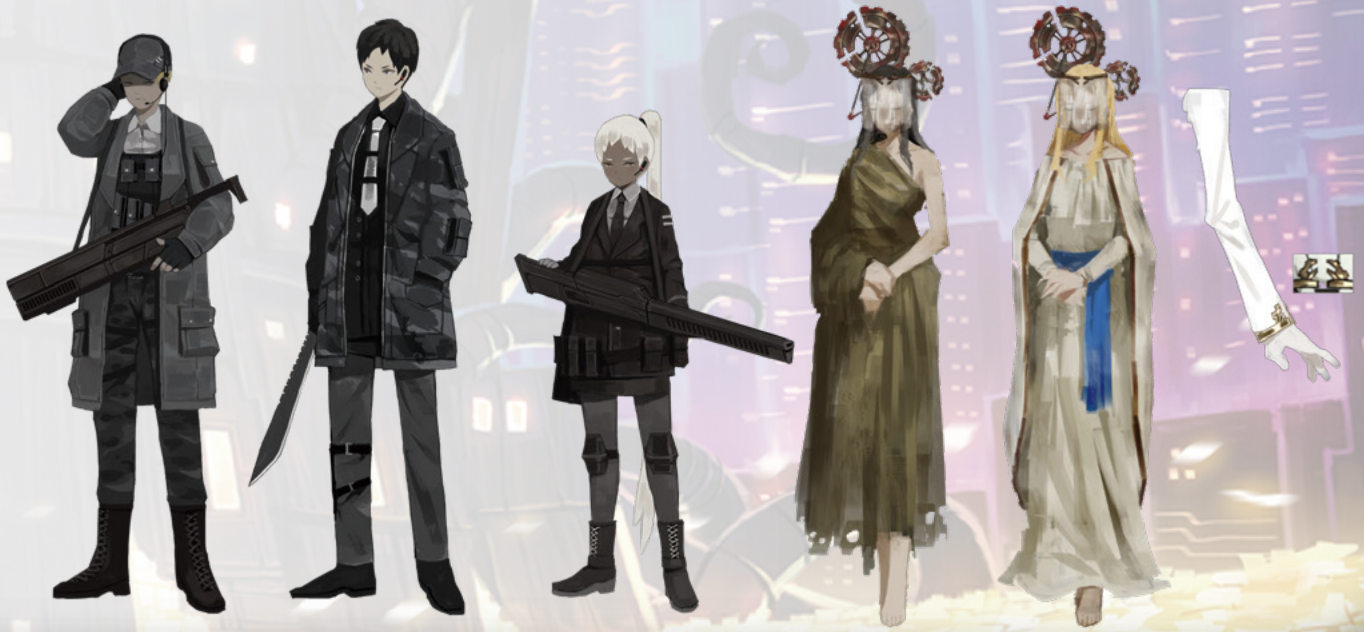
# The Guests

## The Reverberation Ensemble · Full-Stop Office



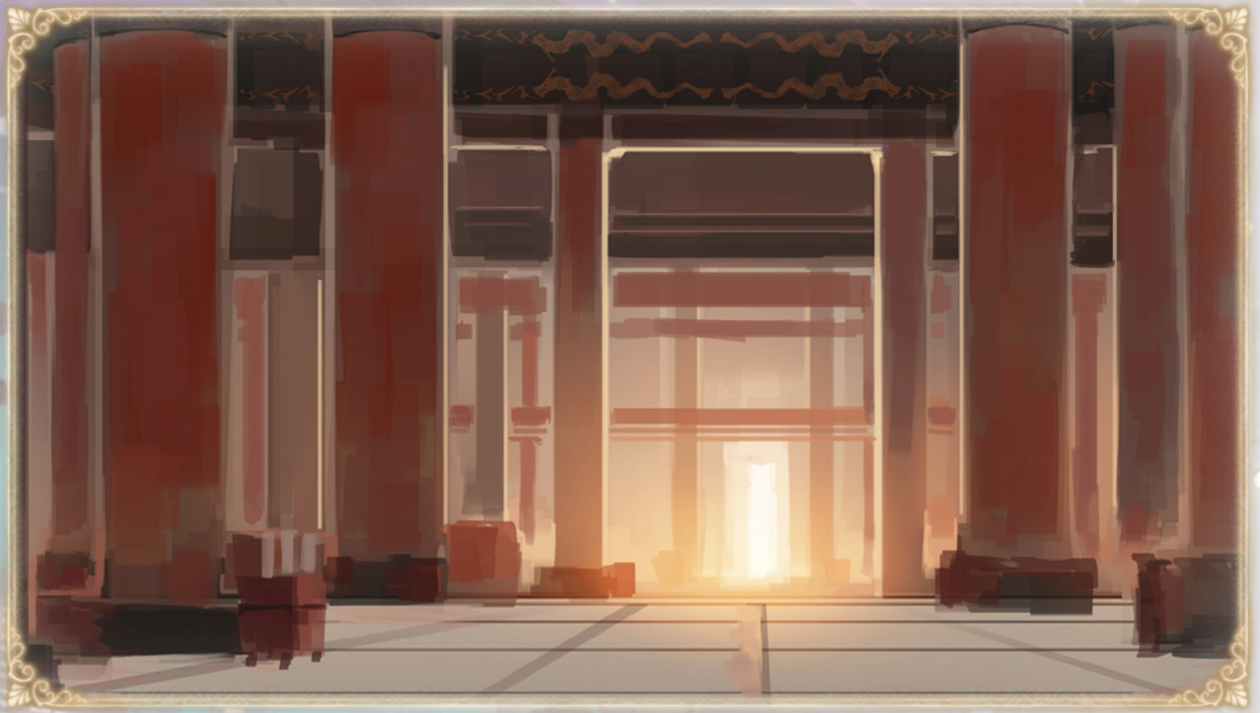


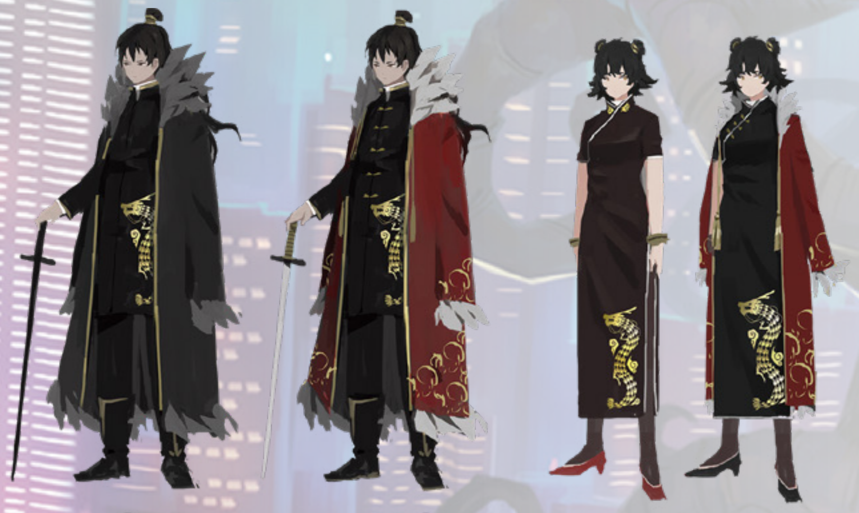

No bell sleeves
종 x
No bell sleeves/
Patterned
종X 무늬
Vertical
[pattern]
세로
무늬
가로
Horizontal
pattern
파란신발
Blue shoes
검은신발
Black shoes

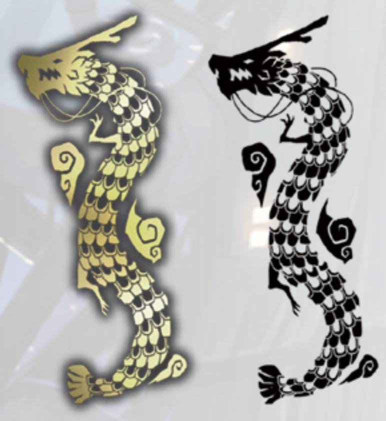


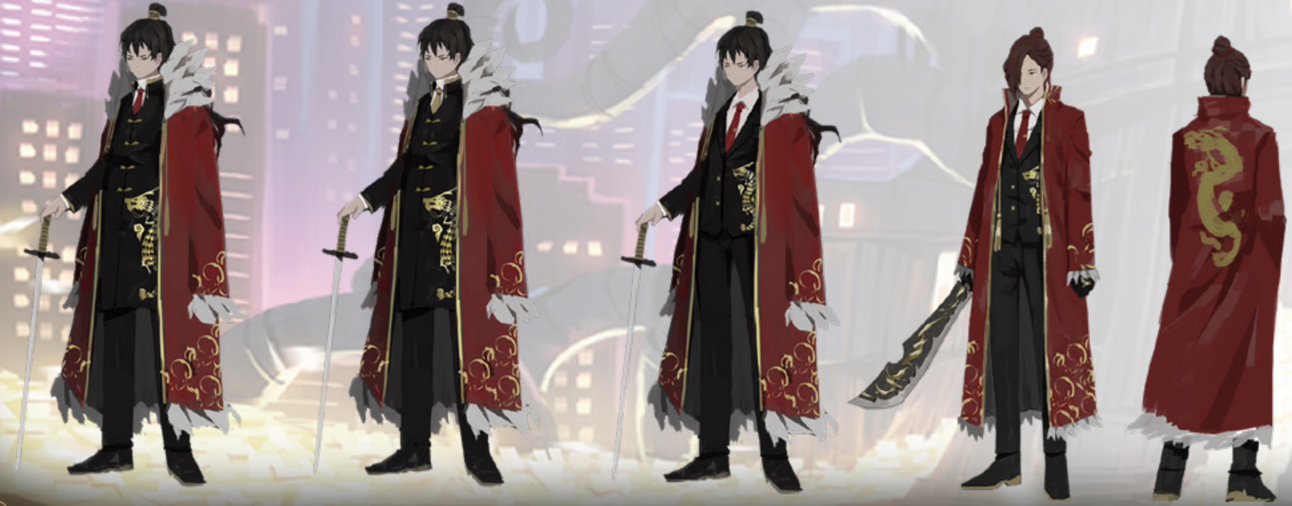
# The Guests

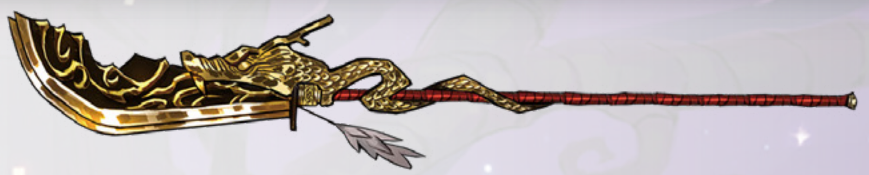
## Liu Association · Various Weapon Ideas

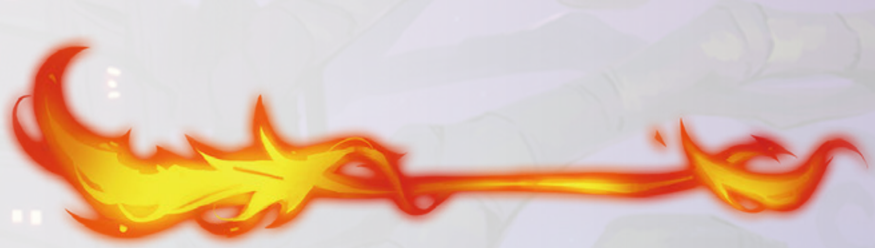


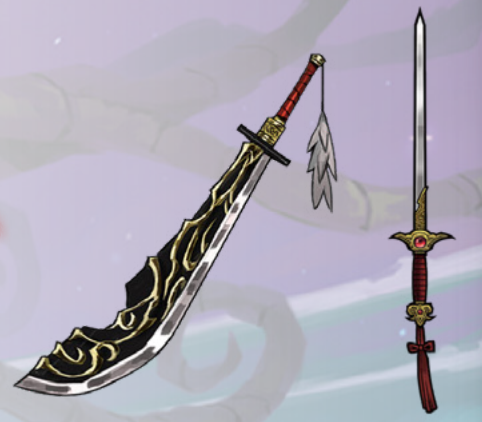


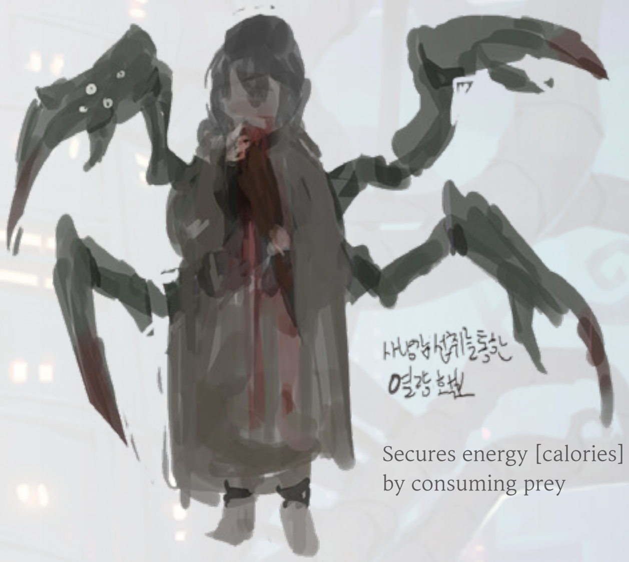




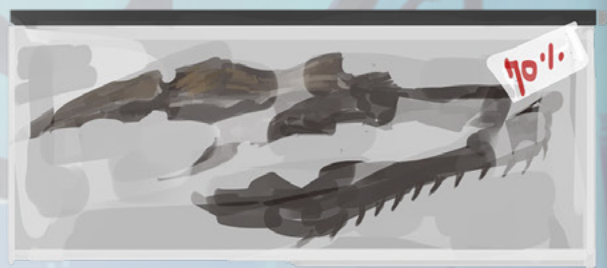


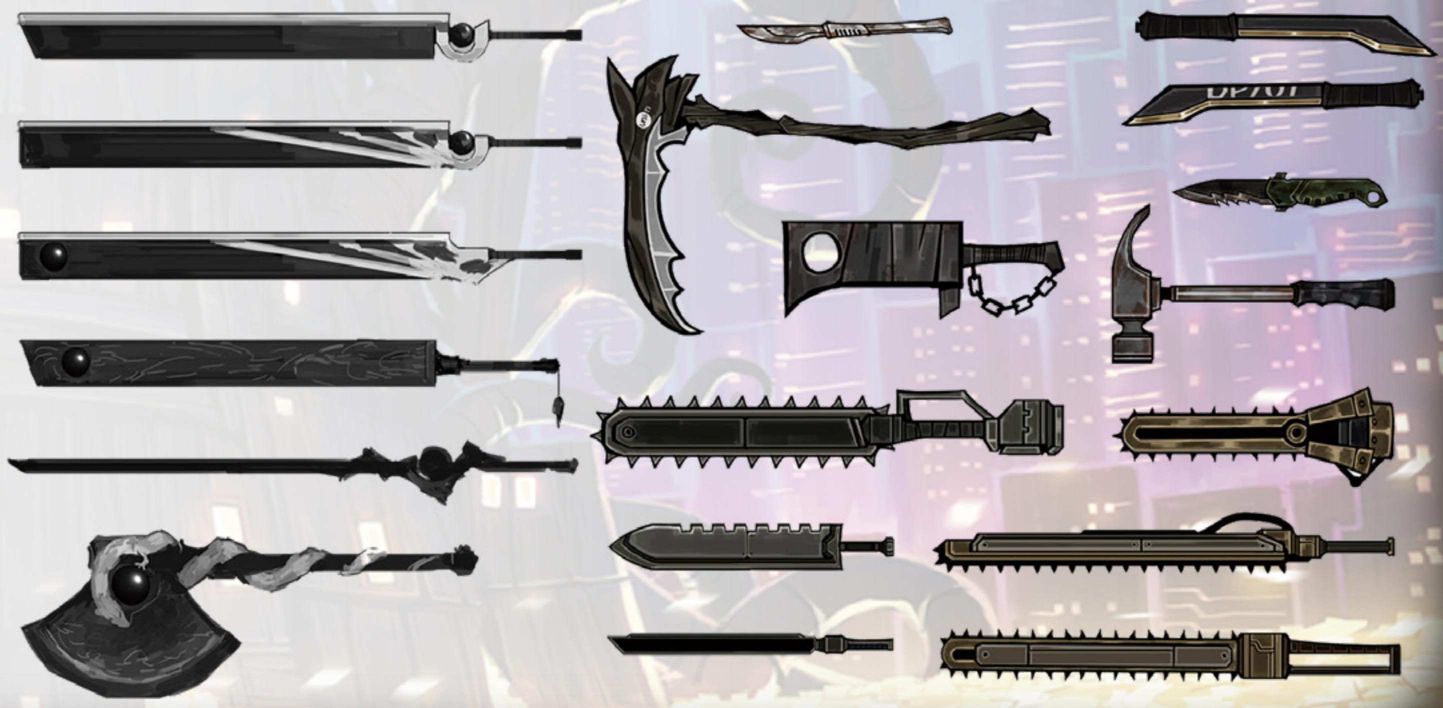





사냥감섭취를통한
열량확보

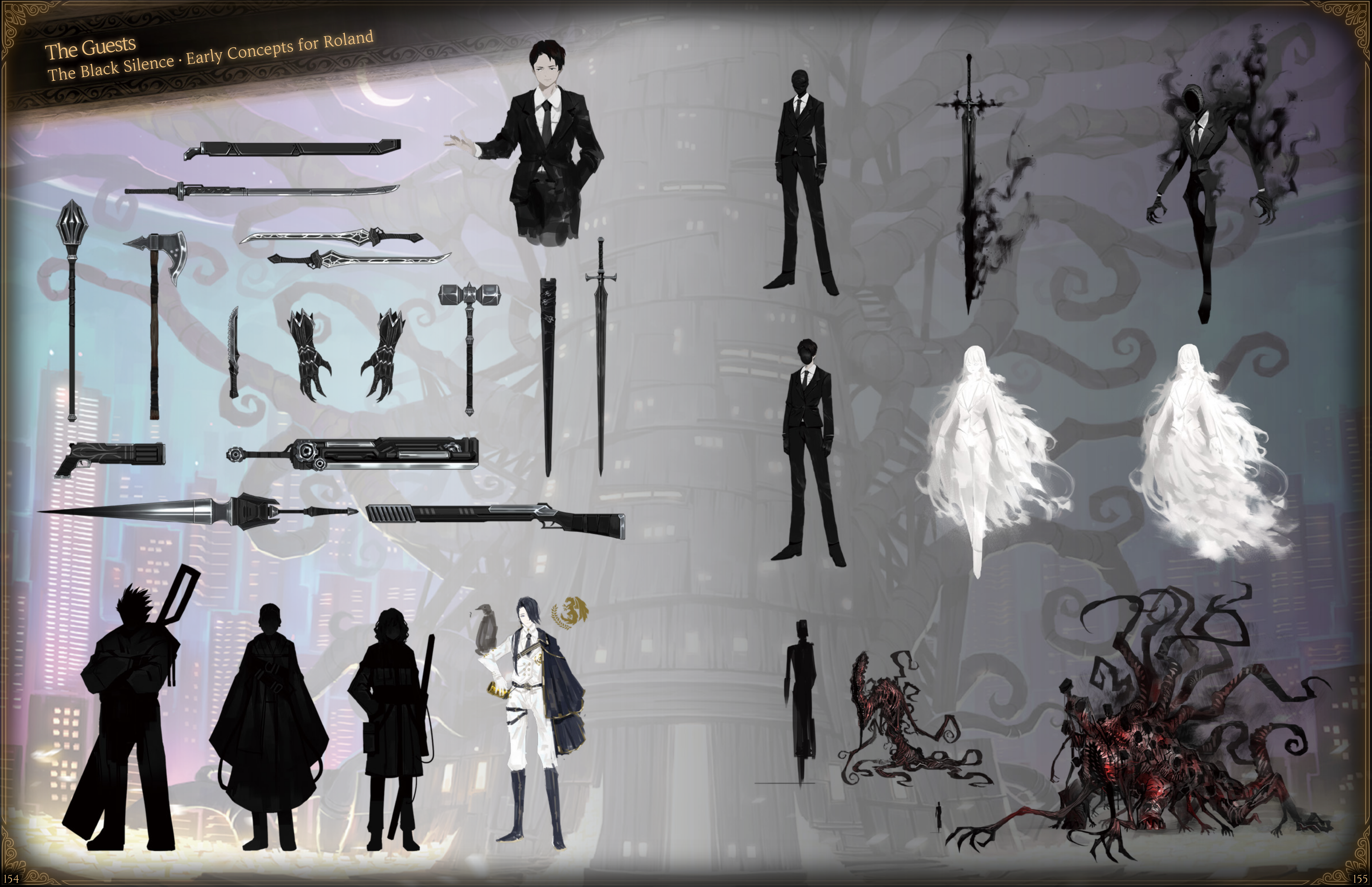
Secures energy [calories]
by consuming prey



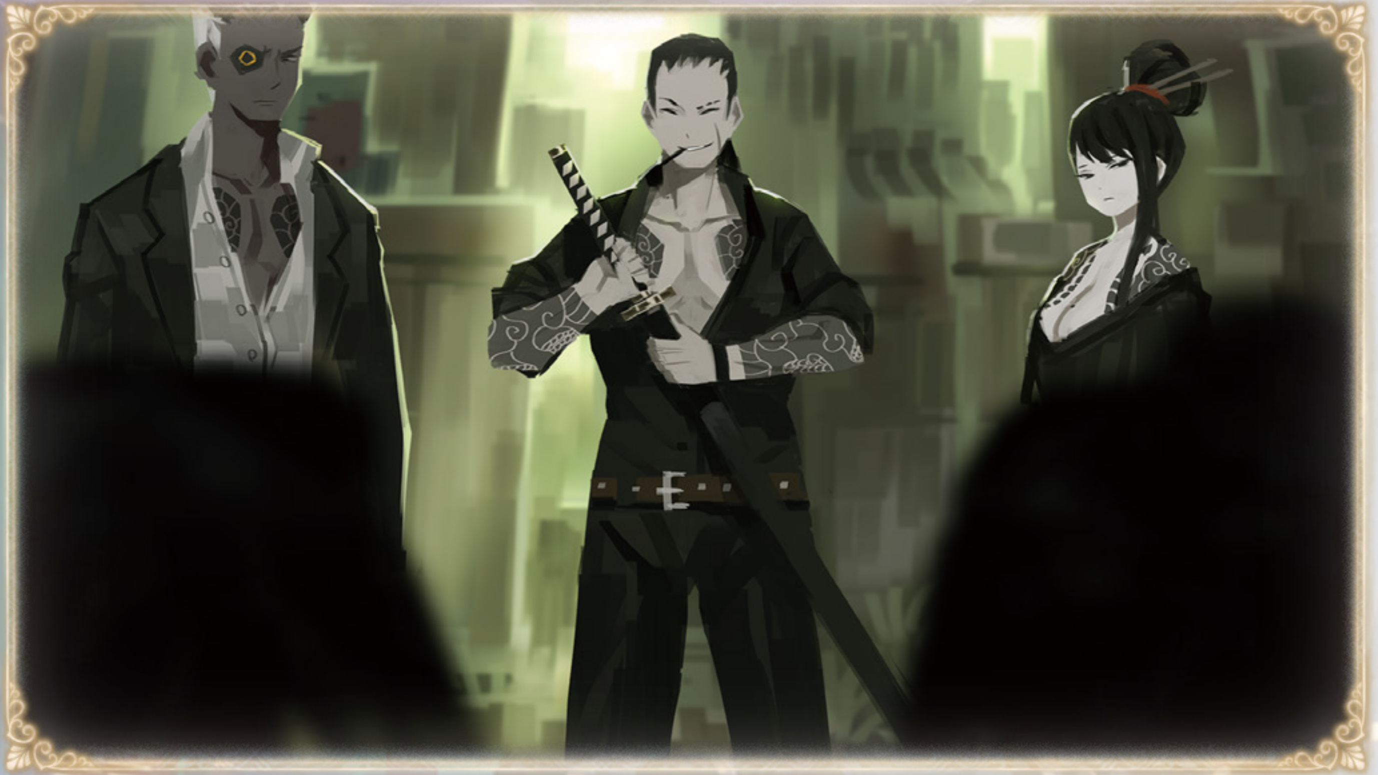


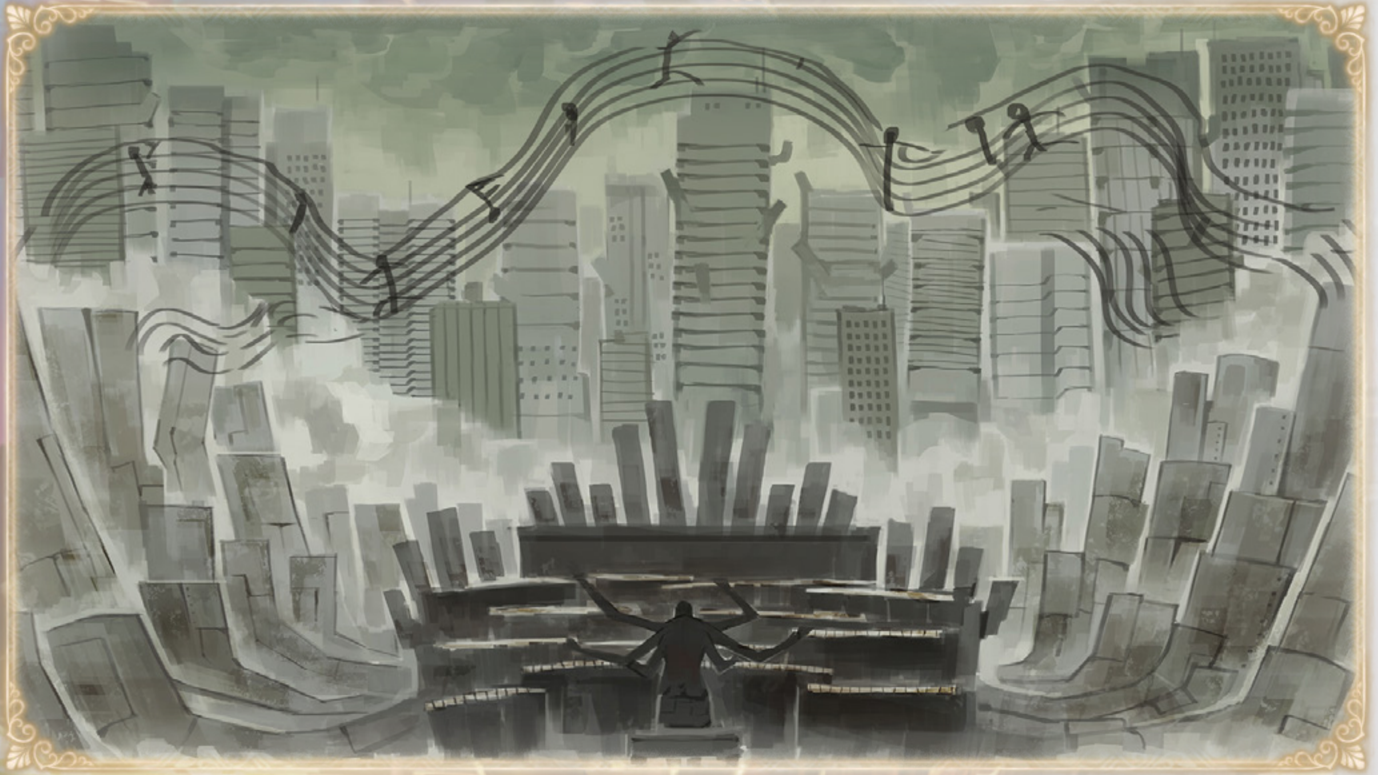
# The Guests

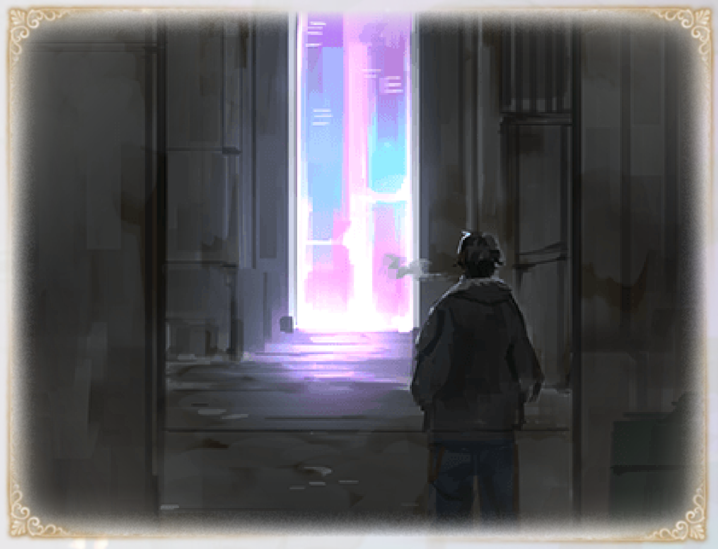
## The Black Silence · Early Concepts for Roland

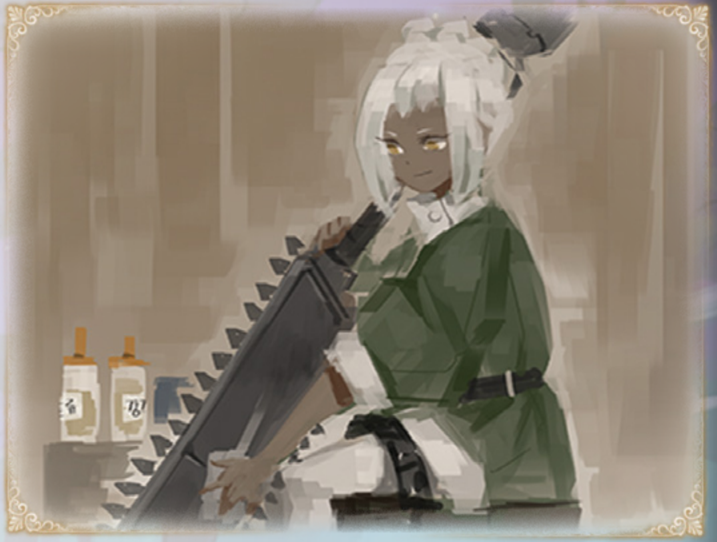


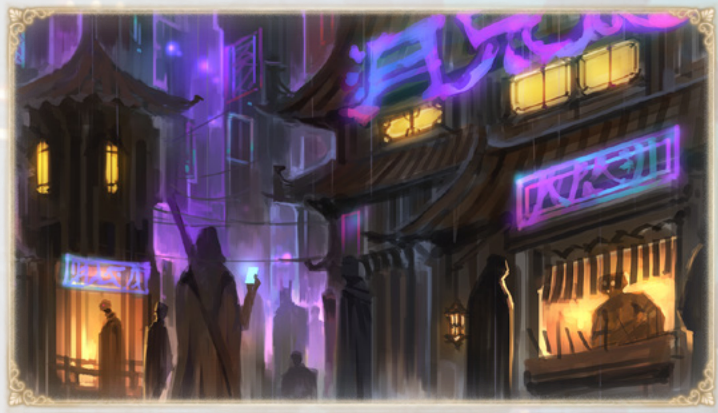
# Unused Illustrations · Concept Art

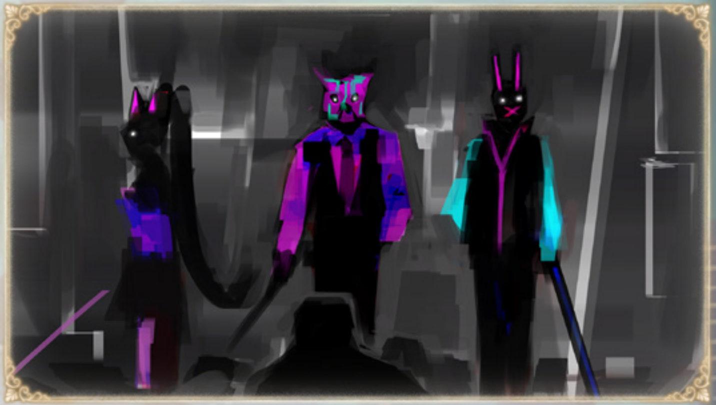


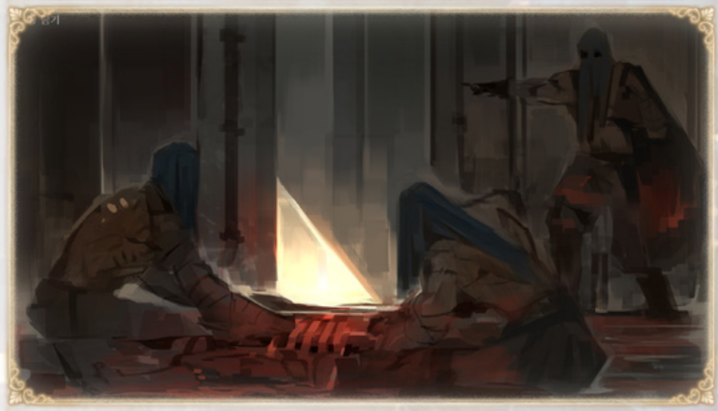


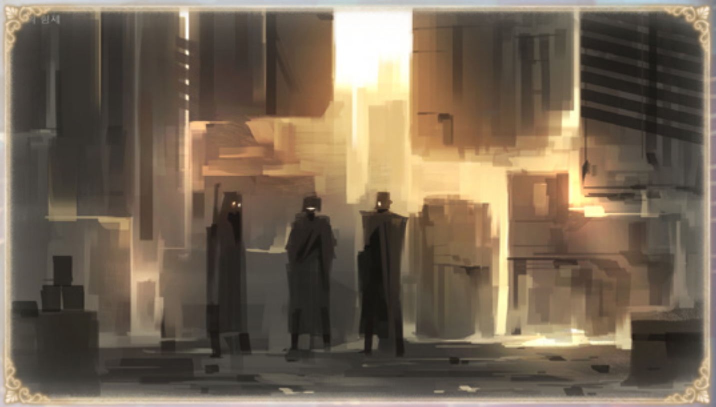


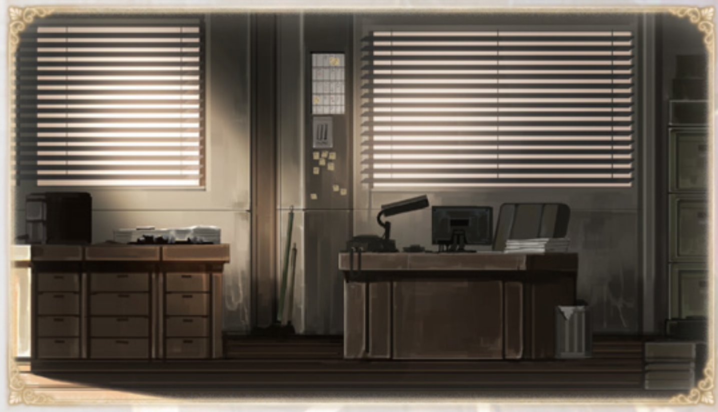


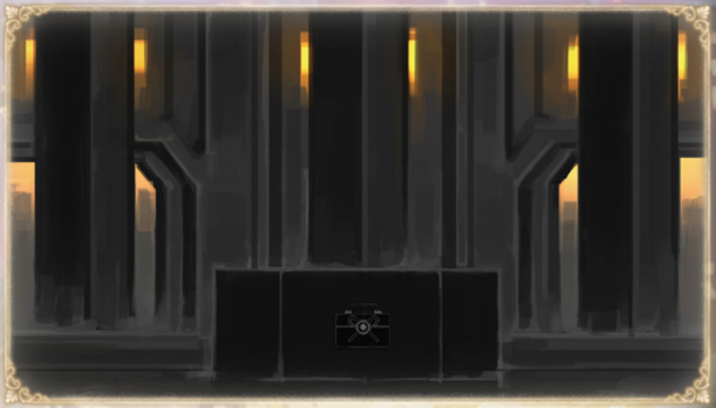


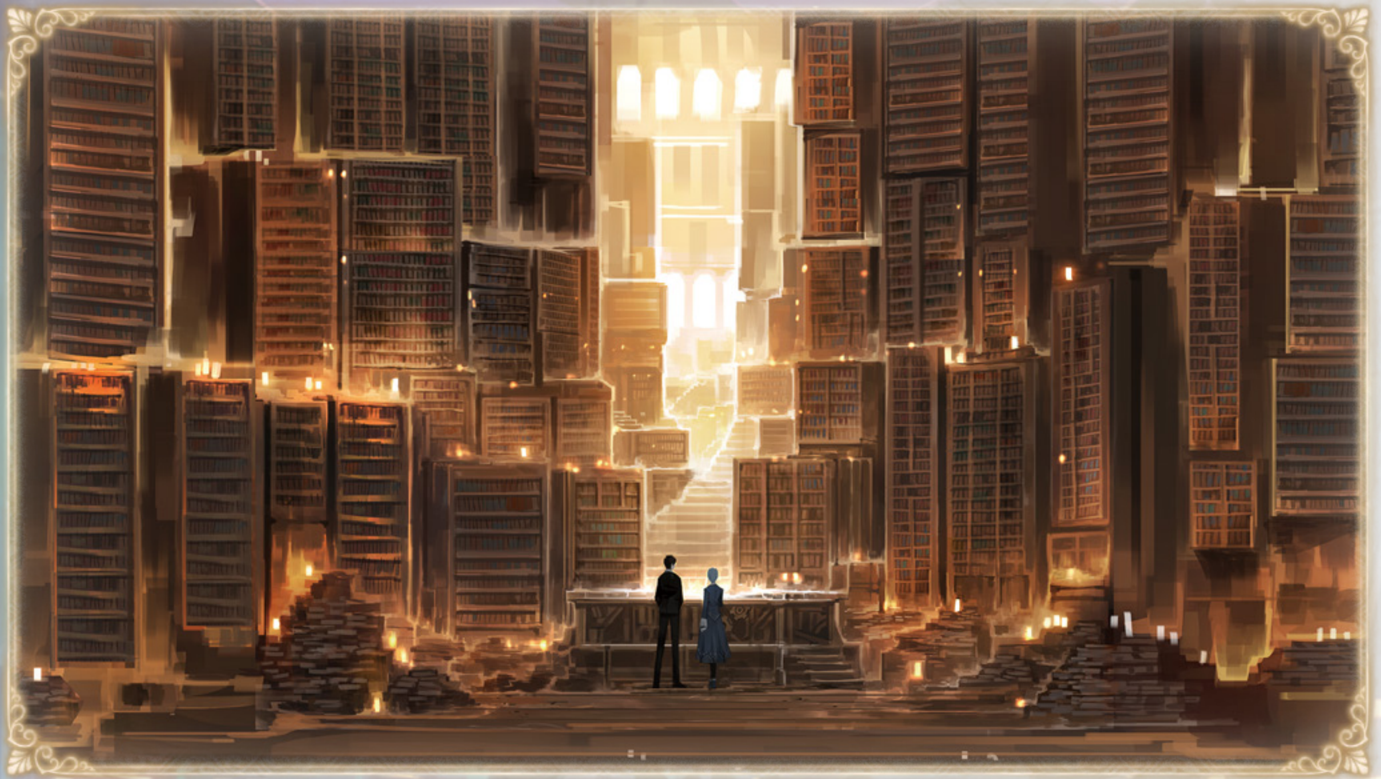


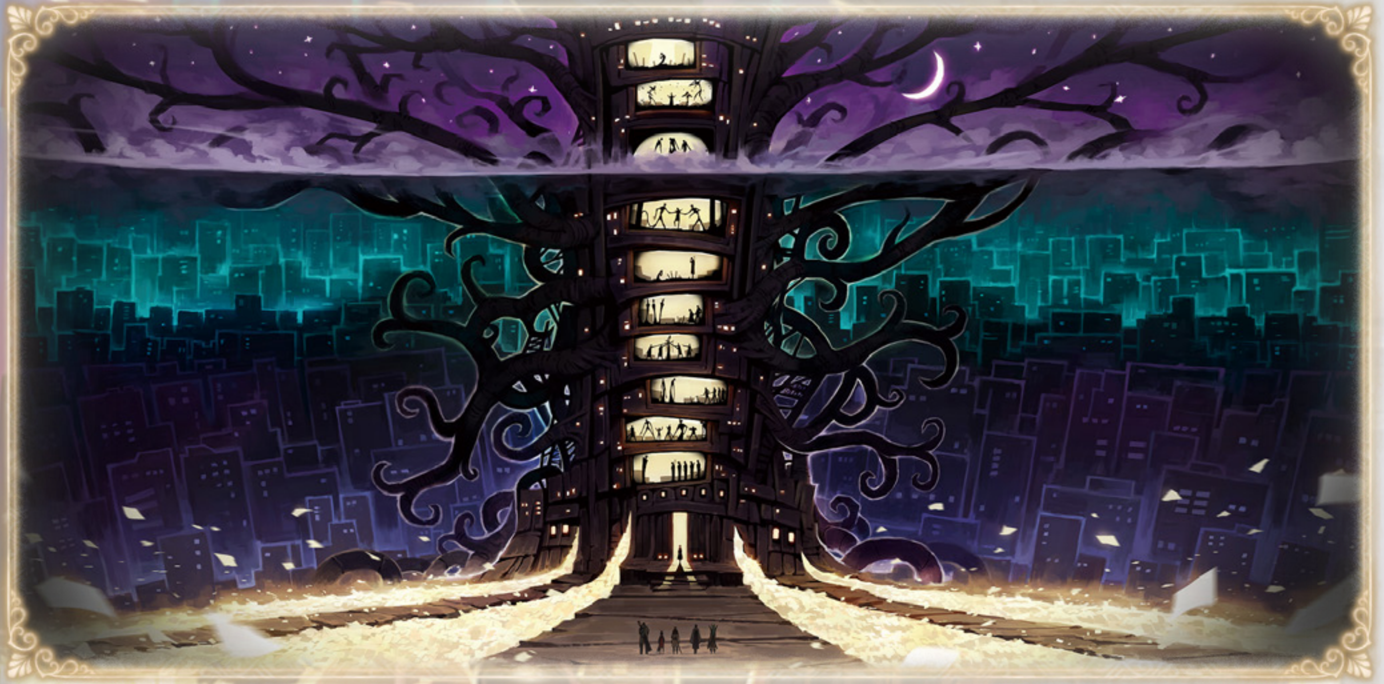


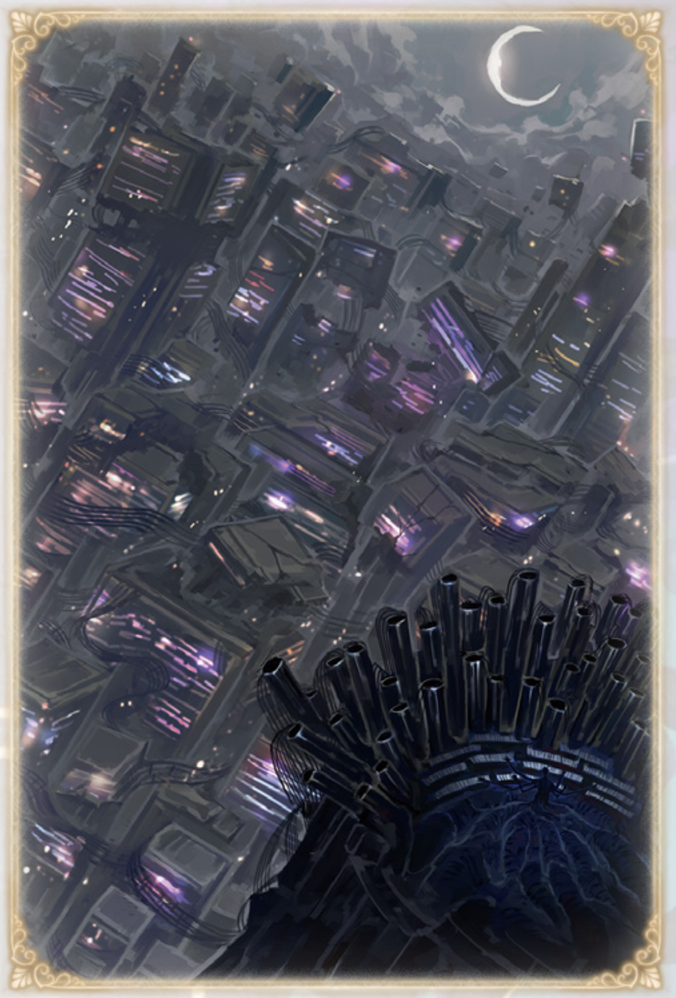


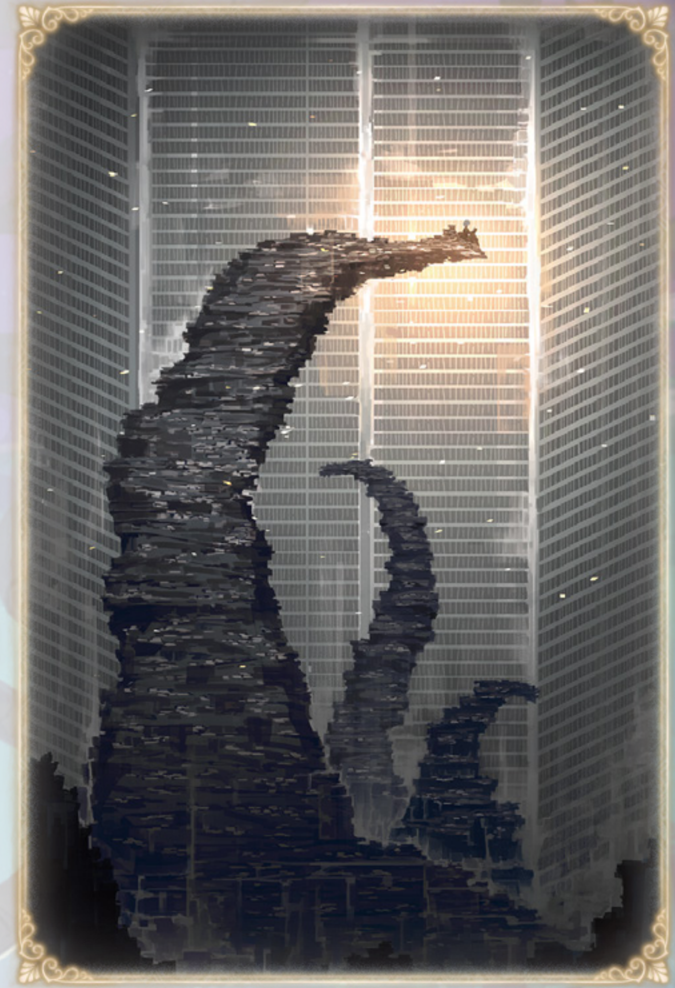


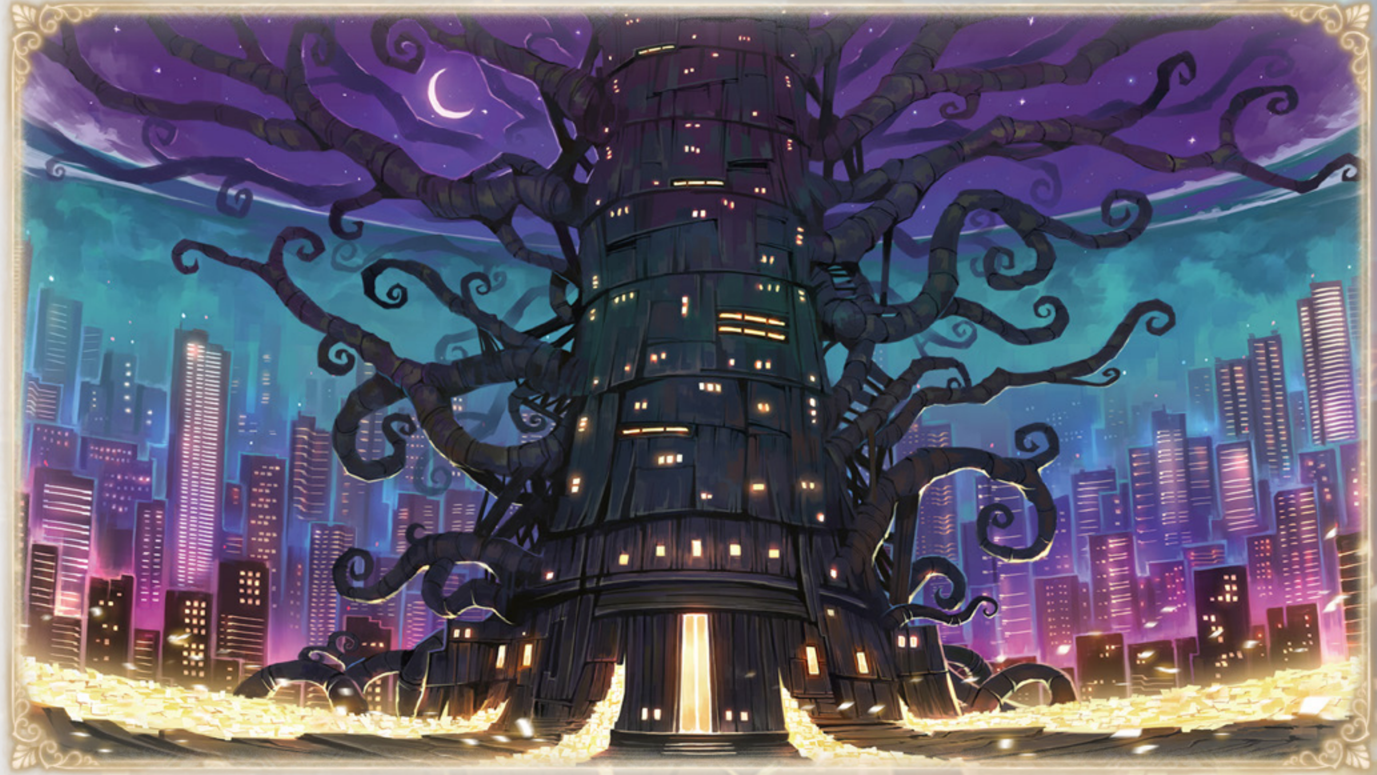




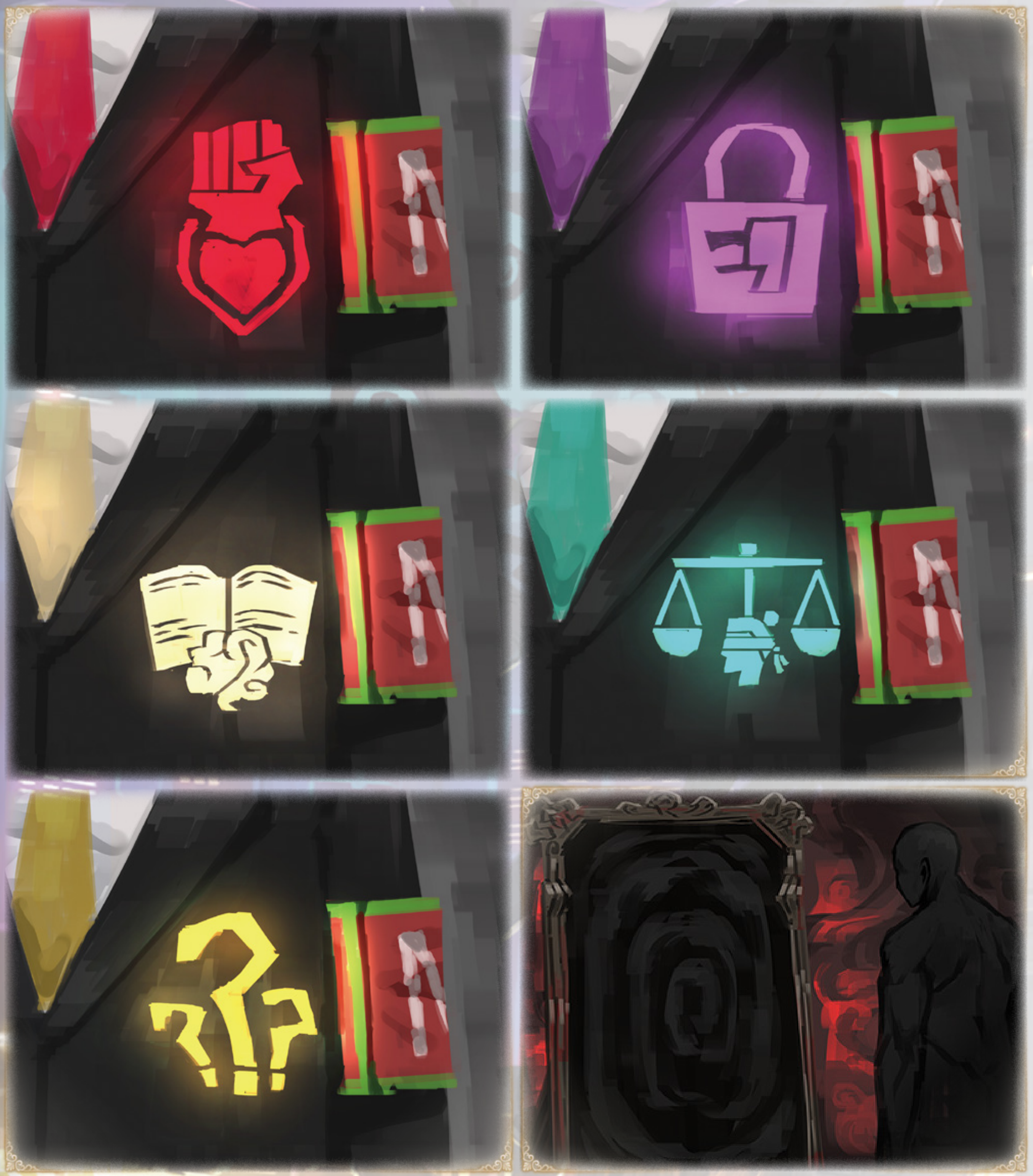


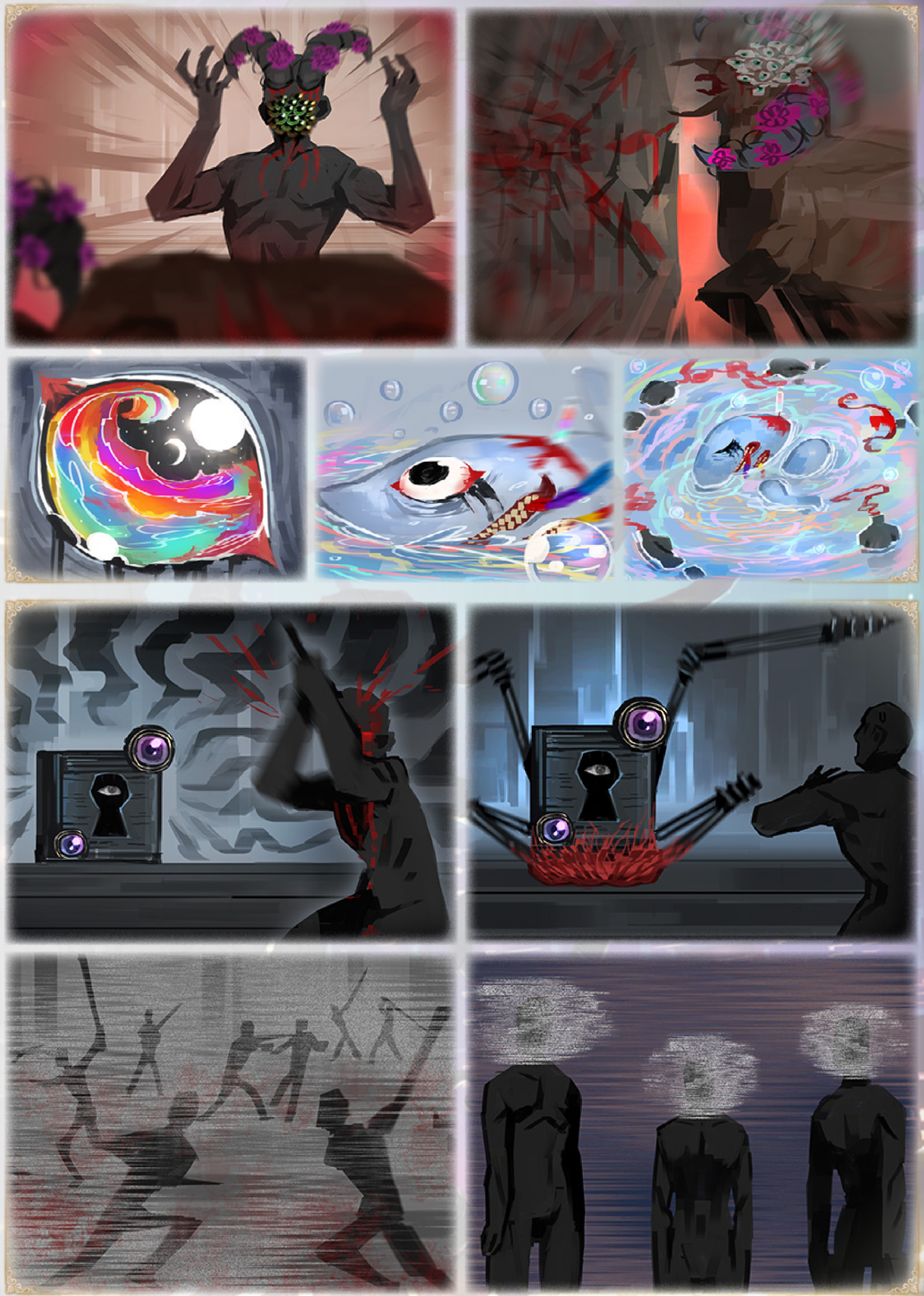




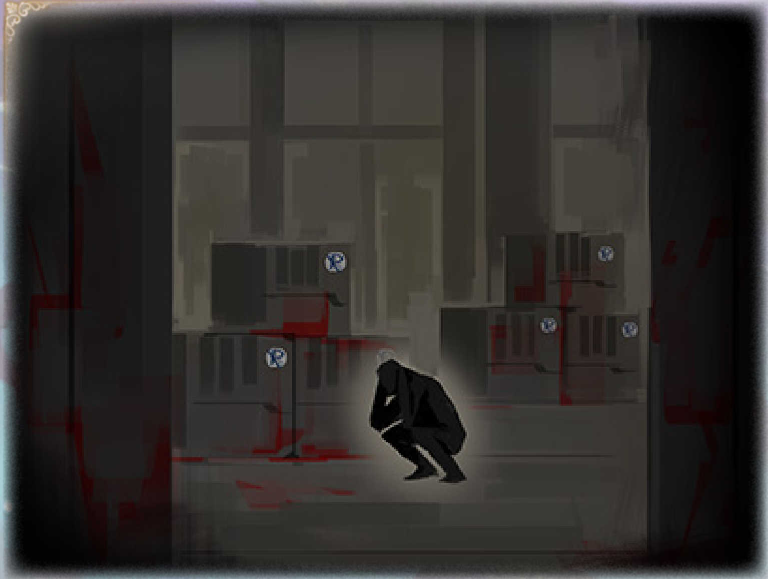


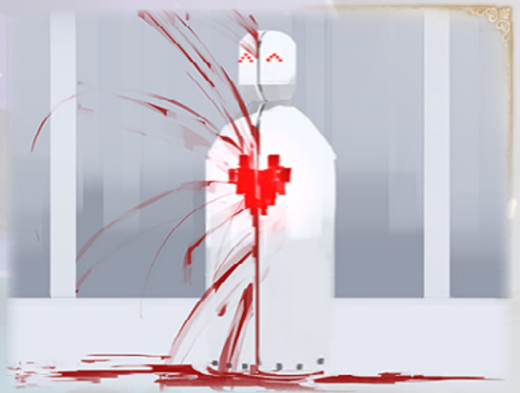
# Unused Abnormality Pages

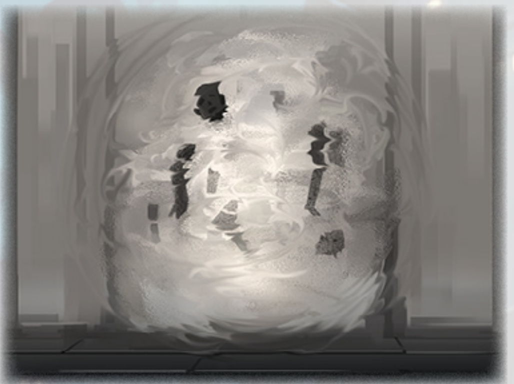


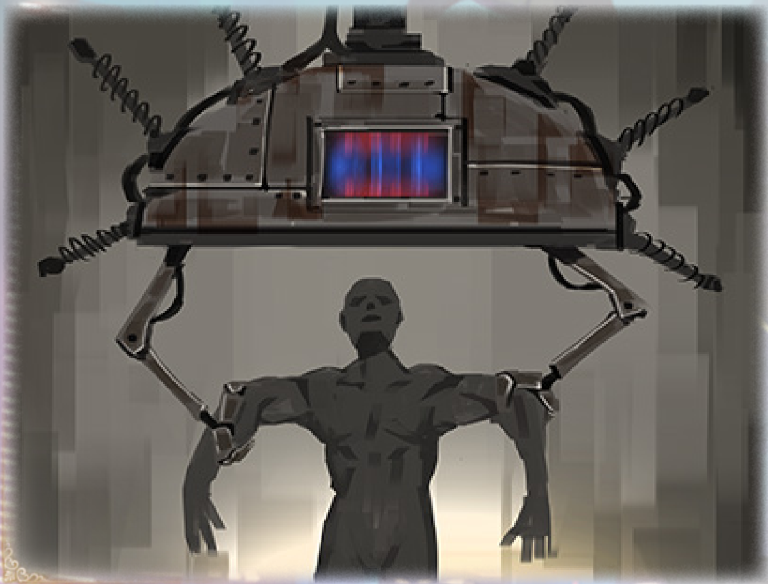


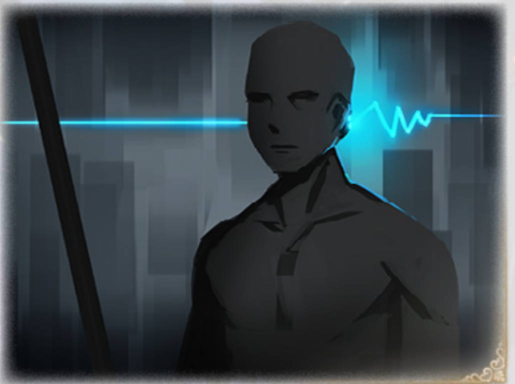
# Unused Abnormality Pages

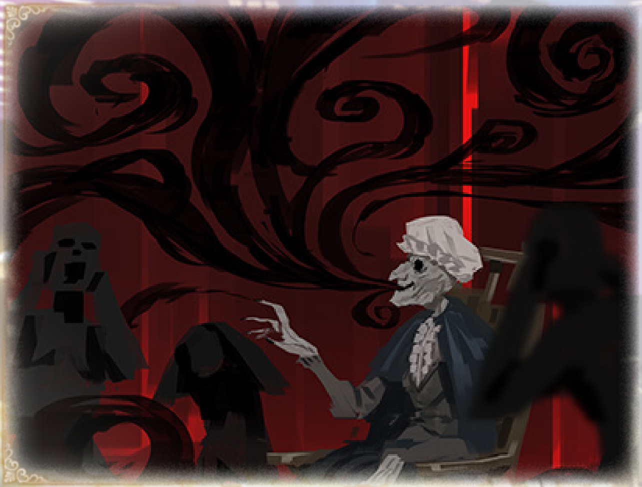


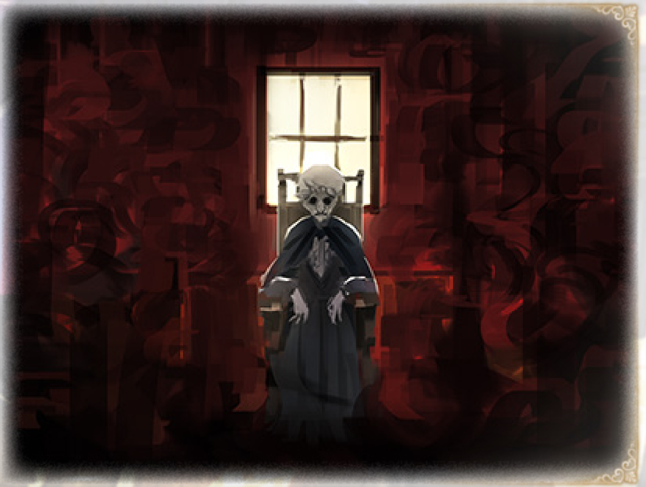


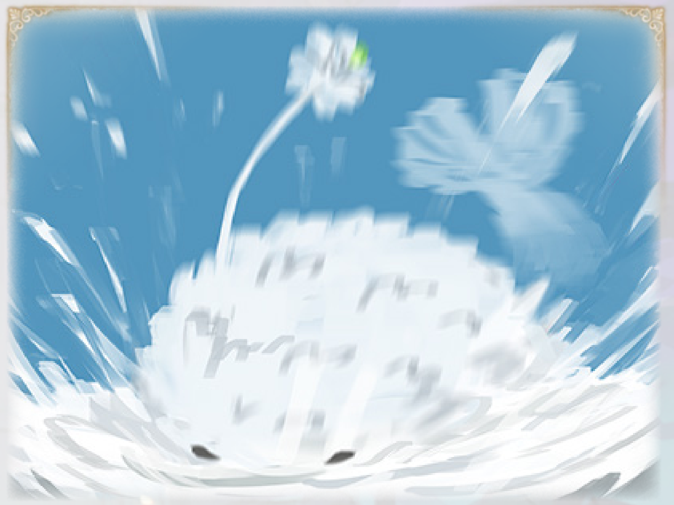


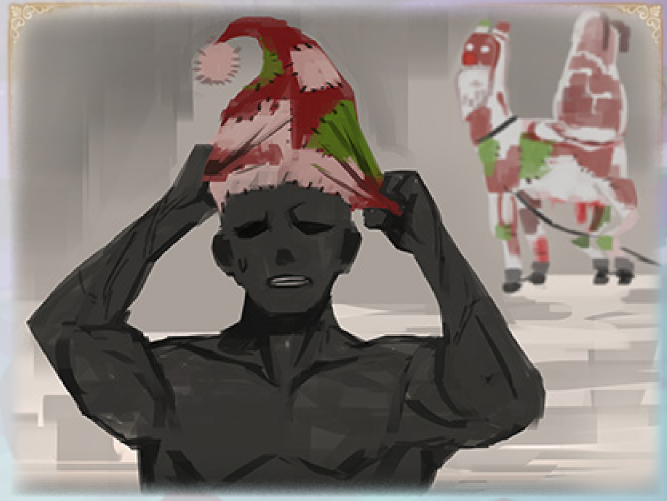


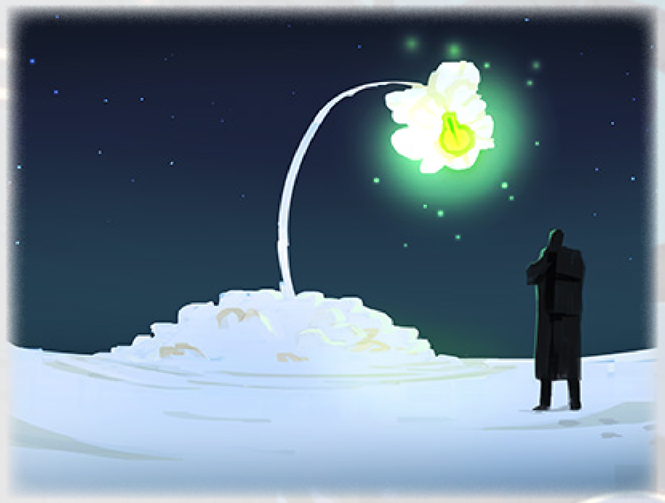


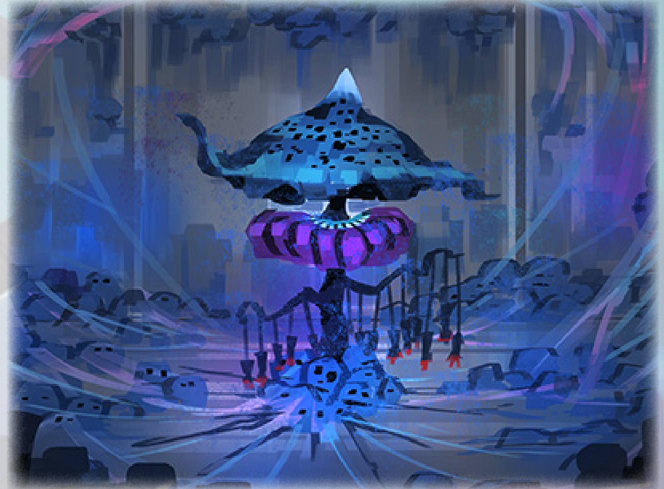


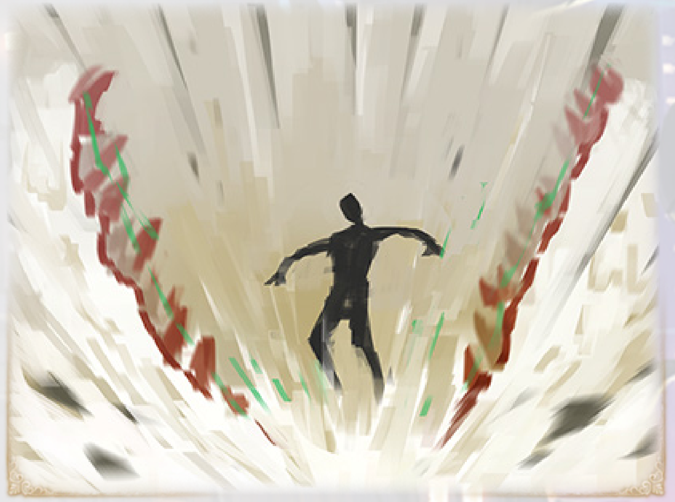


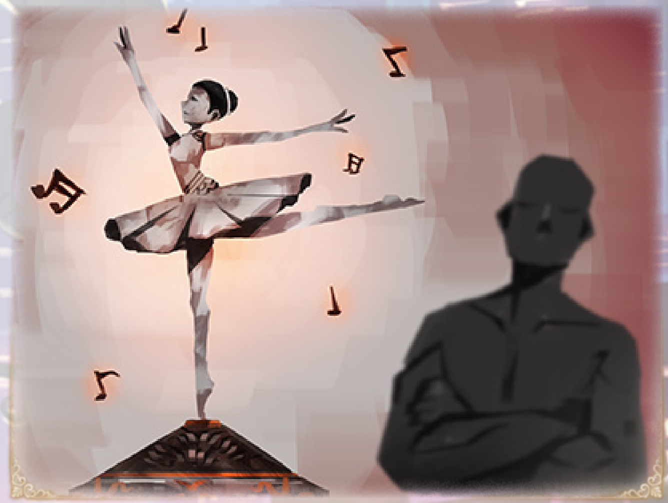




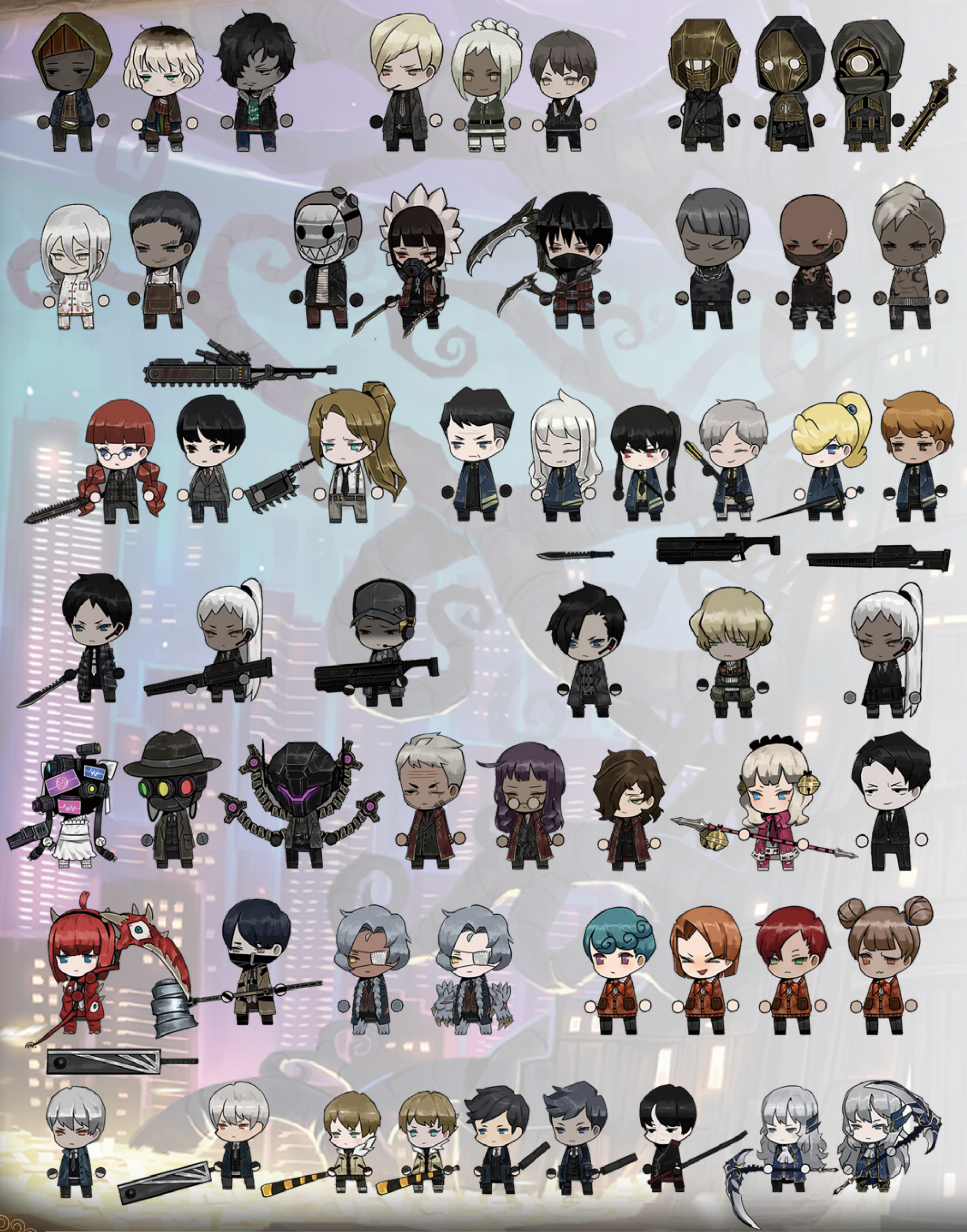




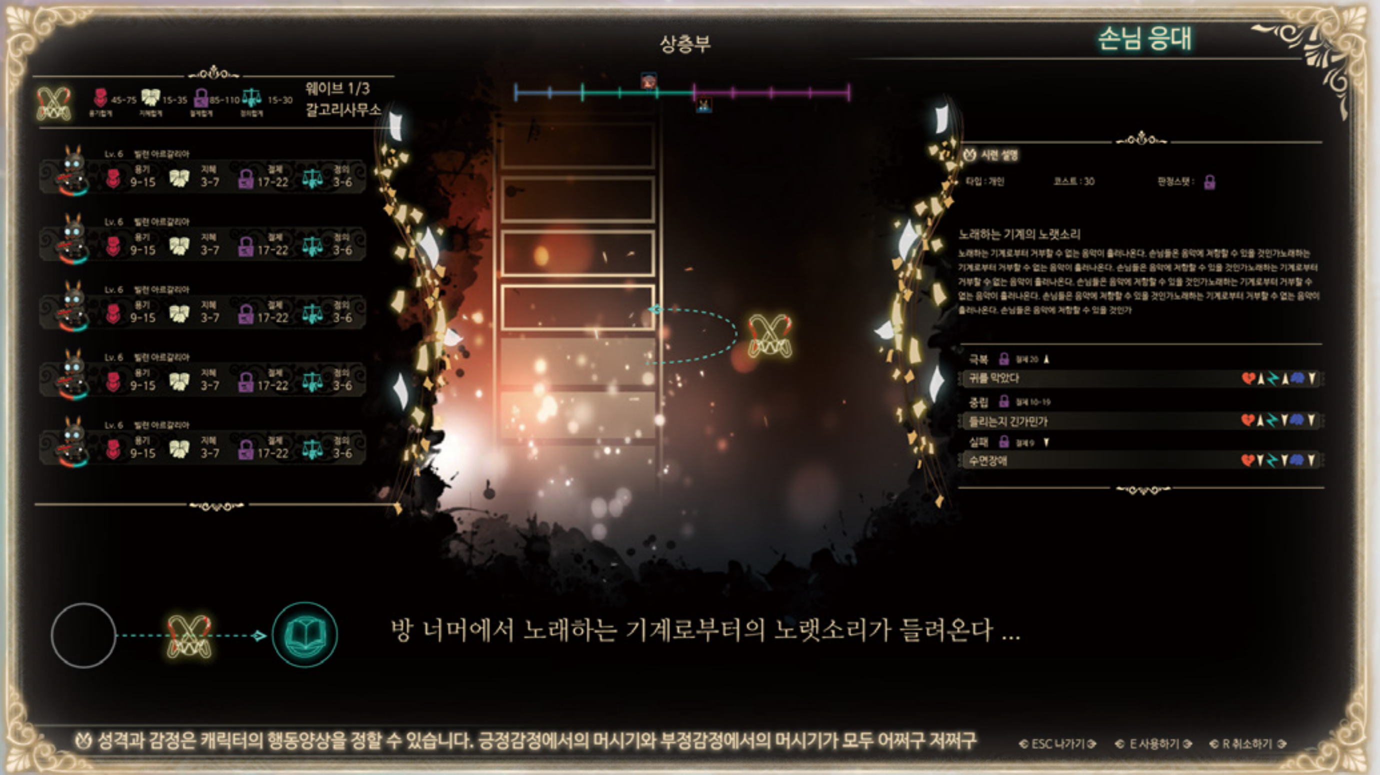




# Early Chibis

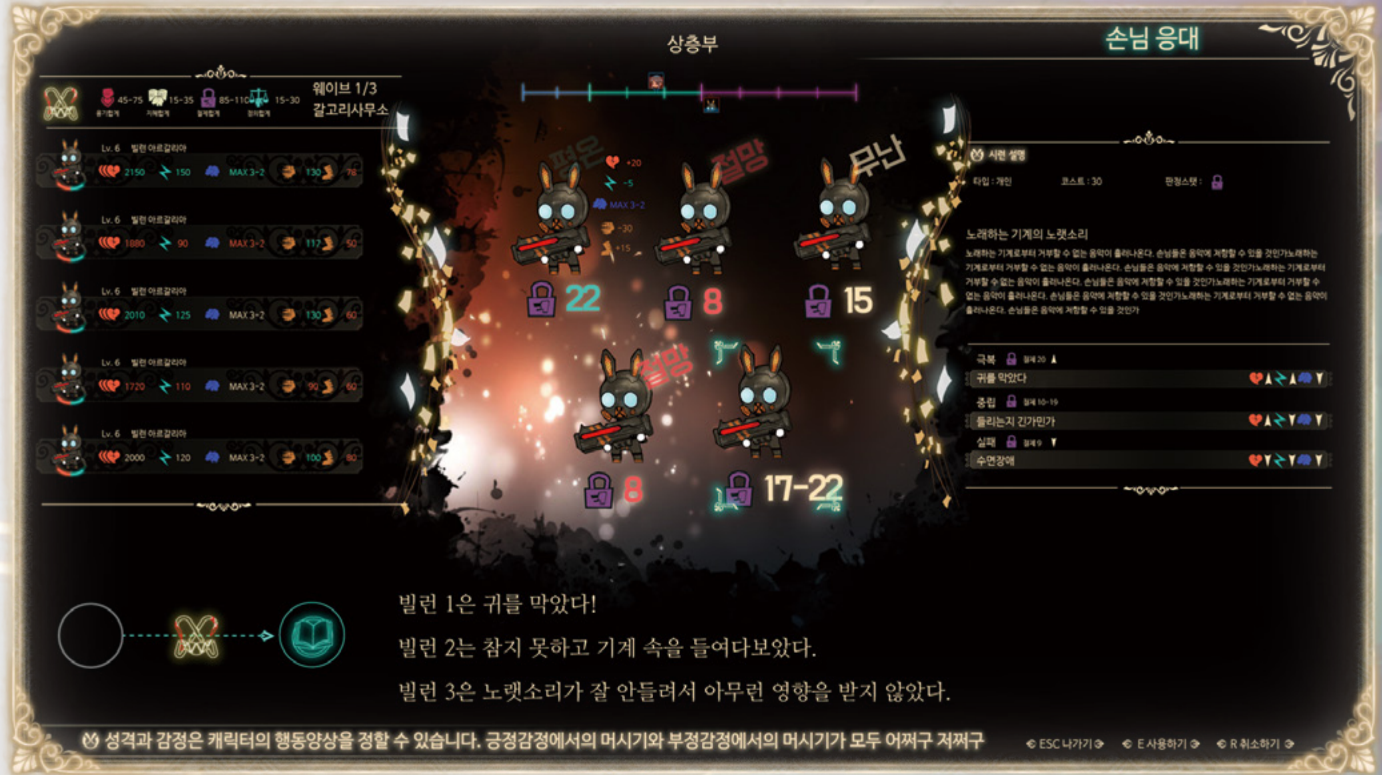


# Early UI


상층부
손님 응대
웨이브 1/3
갈고리사무소
사연 설명
노래하는 기계의 노랫소리
귀를 막았다
들리는지 긴가민가
수면장애

방 너머에서 노래하는 기계로부터의 노랫소리가 들려온다 ...

성격과 감정은 캐릭터의 행동양상을 정할 수 있습니다. 긍정감정에서의 머시기와 부정감정에서의 머시기가 모두 어쩌구 저쩌구

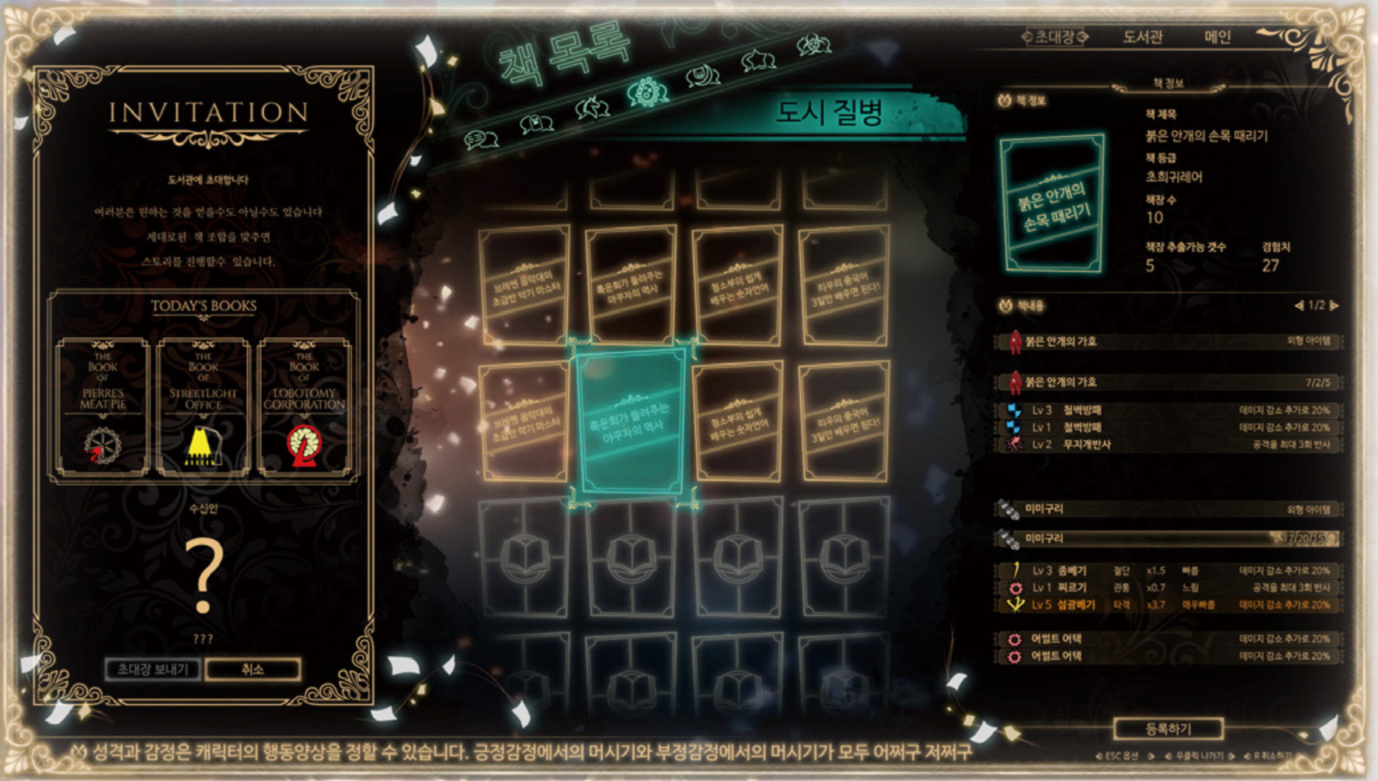

상층부
손님 응대
웨이브 1/3
갈고리사무소
22
8
15
8
17-22

빌런 1은 귀를 막았다!

빌런 2는 참지 못하고 기계 속을 들여다보았다.

빌런 3은 노랫소리가 잘 안들려서 아무런 영향을 받지 않았다.

성격과 감정은 캐릭터의 행동양상을 정할 수 있습니다. 긍정감정에서의 머시기와 부정감정에서의 머시기가 모두 어쩌구 저쩌구


INVITATION
TODAY'S BOOKS
THE BOOK OF PIERRE'S MEAT PIE
THE BOOK OF STREETLIGHT OFFICE
THE BOOK OF LOBOTOMY CORPORATION
?
초대장 보내기
취소
책 목록
도시 질병
초대장
도서관
메인
책 정보
붉은 안개의 손목 때리기
등록하기

도서관에 초대합니다

여러분은 원하는 것을 얻을수도 아닐수도 있습니다

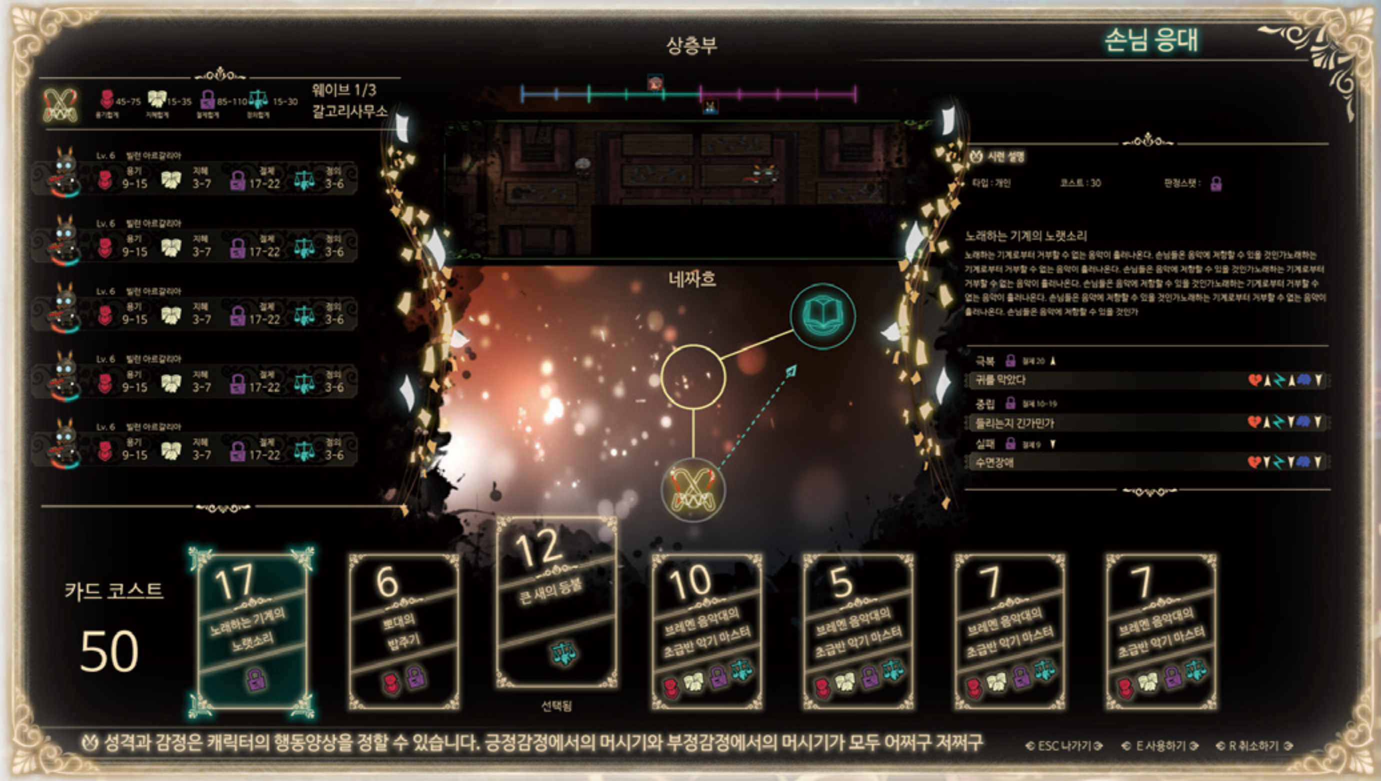
제대로된 책 조합을 맞추면

스토리를 진행할수 있습니다.

수신인

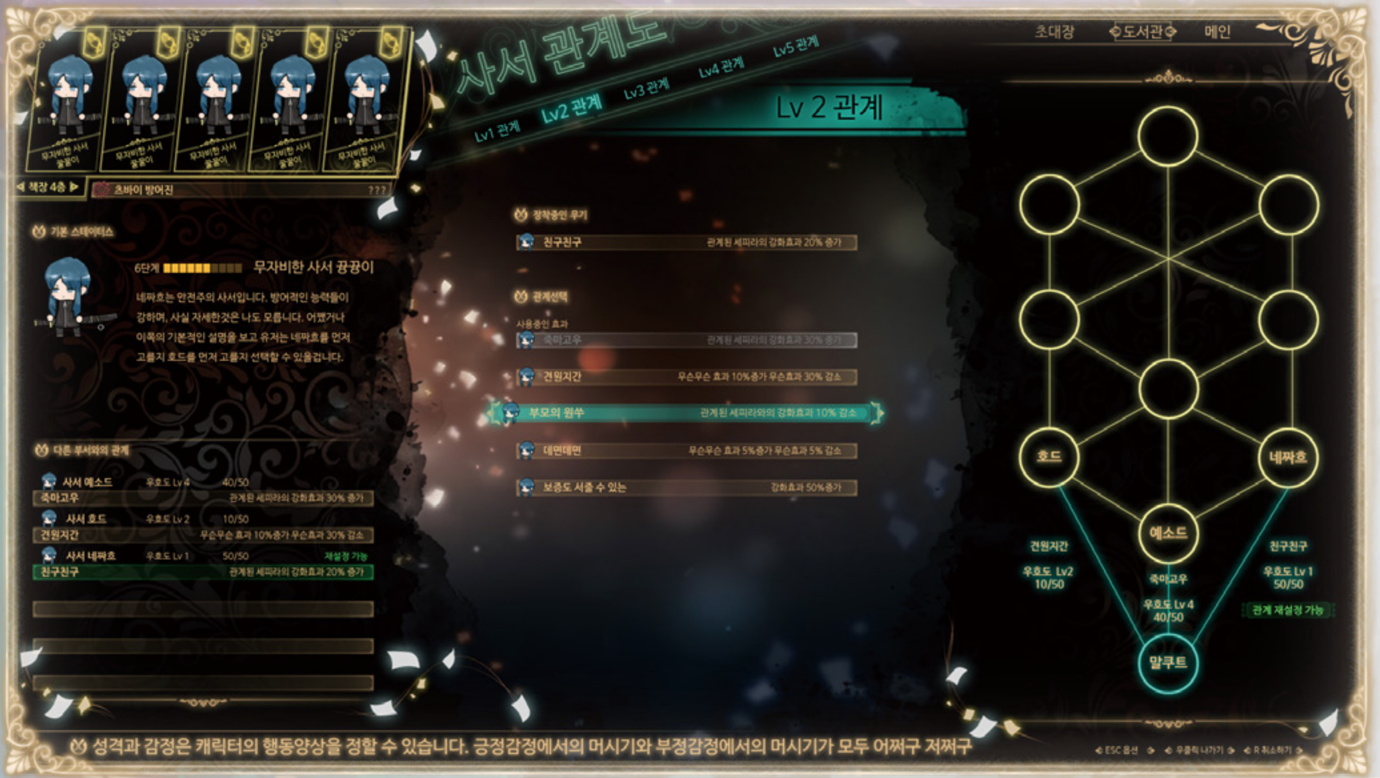
???

성격과 감정은 캐릭터의 행동양상을 정할 수 있습니다. 긍정감정에서의 머시기와 부정감정에서의 머시기가 모두 어쩌구 저쩌구


상층부
손님 응대
웨이브 1/3
갈고리사무소
네짜흐
카드 코스트
50
17
6
12
10
5
7
7

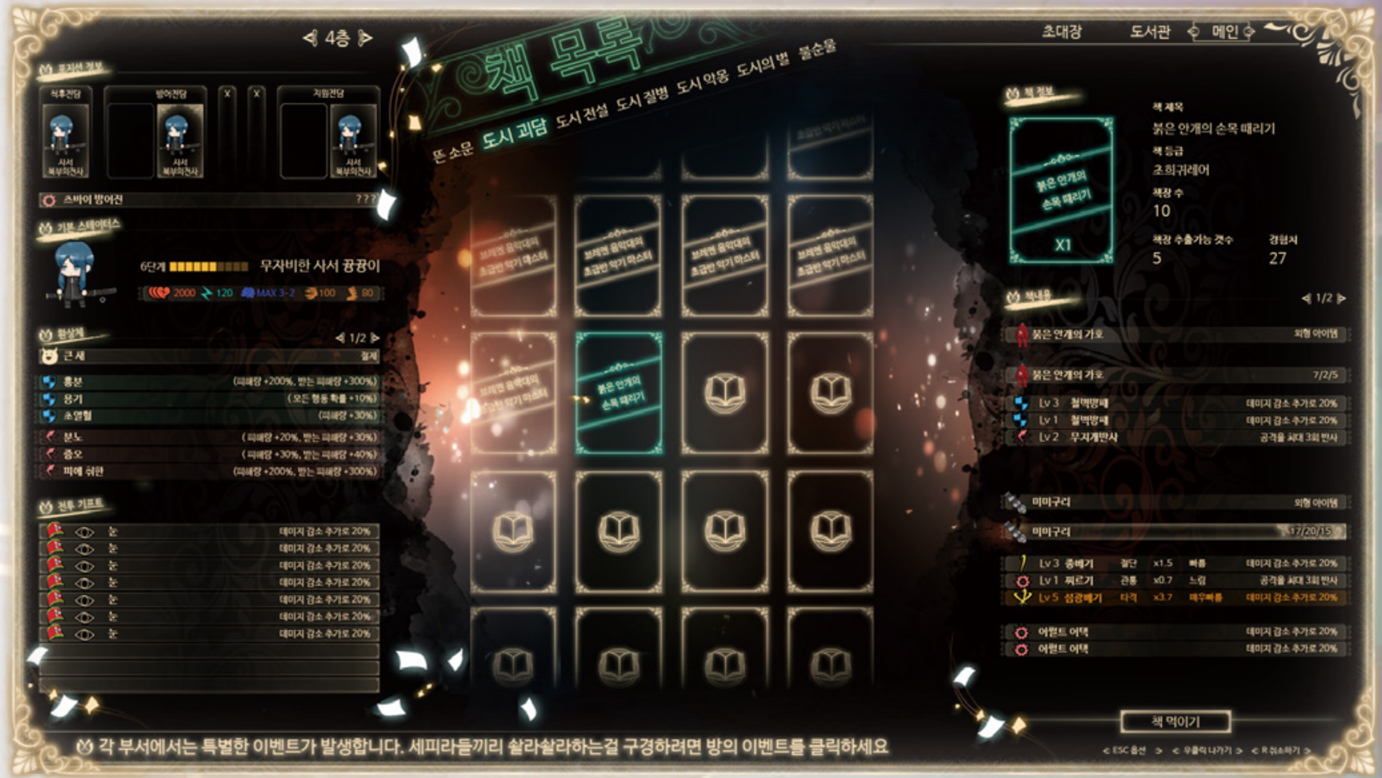
성격과 감정은 캐릭터의 행동양상을 정할 수 있습니다. 긍정감정에서의 머시기와 부정감정에서의 머시기가 모두 어쩌구 저쩌구

# Early UI

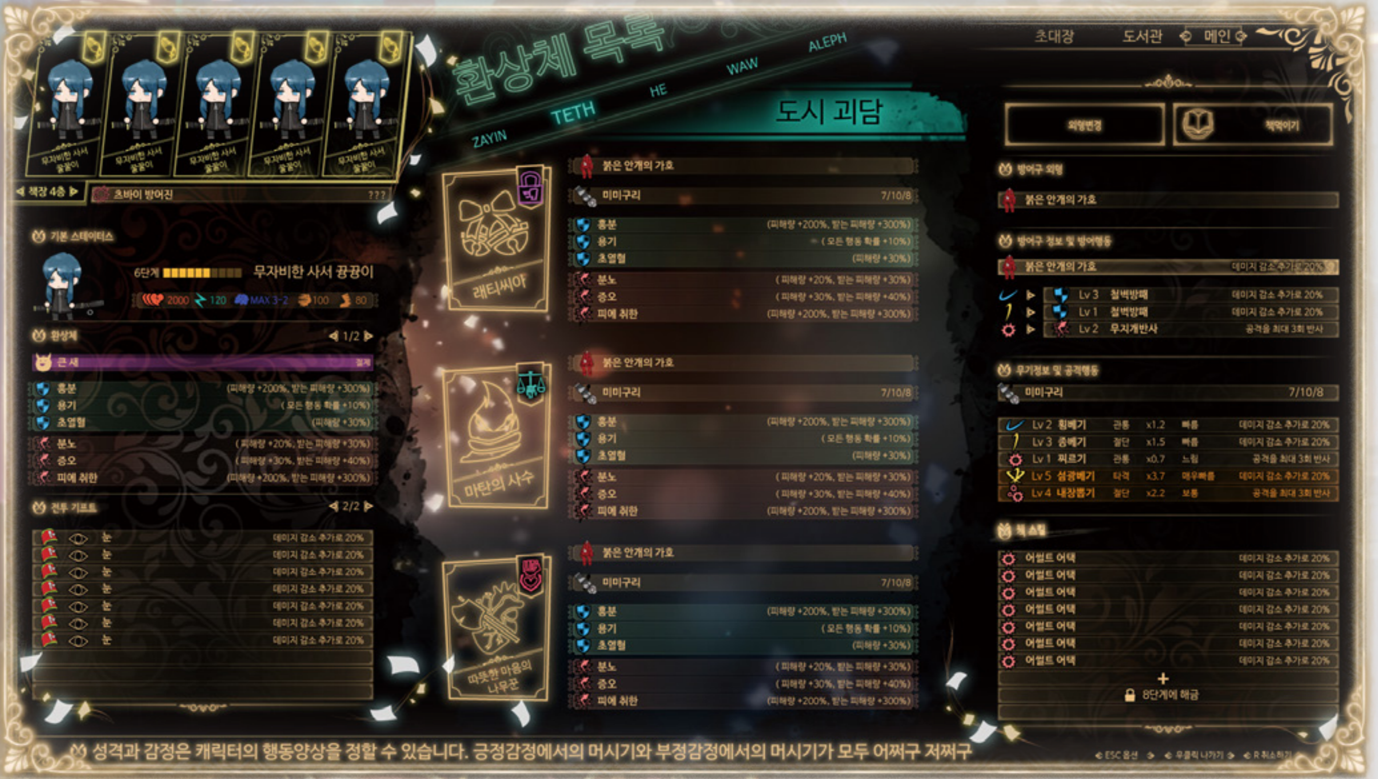

사서 관계도
Lv1 관계
Lv2 관계
Lv3 관계
Lv4 관계
Lv5 관계
Lv 2 관계
초대장
도서관
메인
책장 4층
초바이 방어진
기본 스테이터스
6단계
무자비한 사서 꿍꿍이
다른 부서와의 관계
호드
네짜흐
예소드
말쿠트

네짜흐는 안전주의 사서입니다. 방어적인 능력들이 강하며, 사실 자세한것은 나도 모릅니다. 어쨌거나 이쪽의 기본적인 설명을 보고 유저는 네짜흐를 먼저 고를지 호드를 먼저 고를지 선택할 수 있을겁니다.

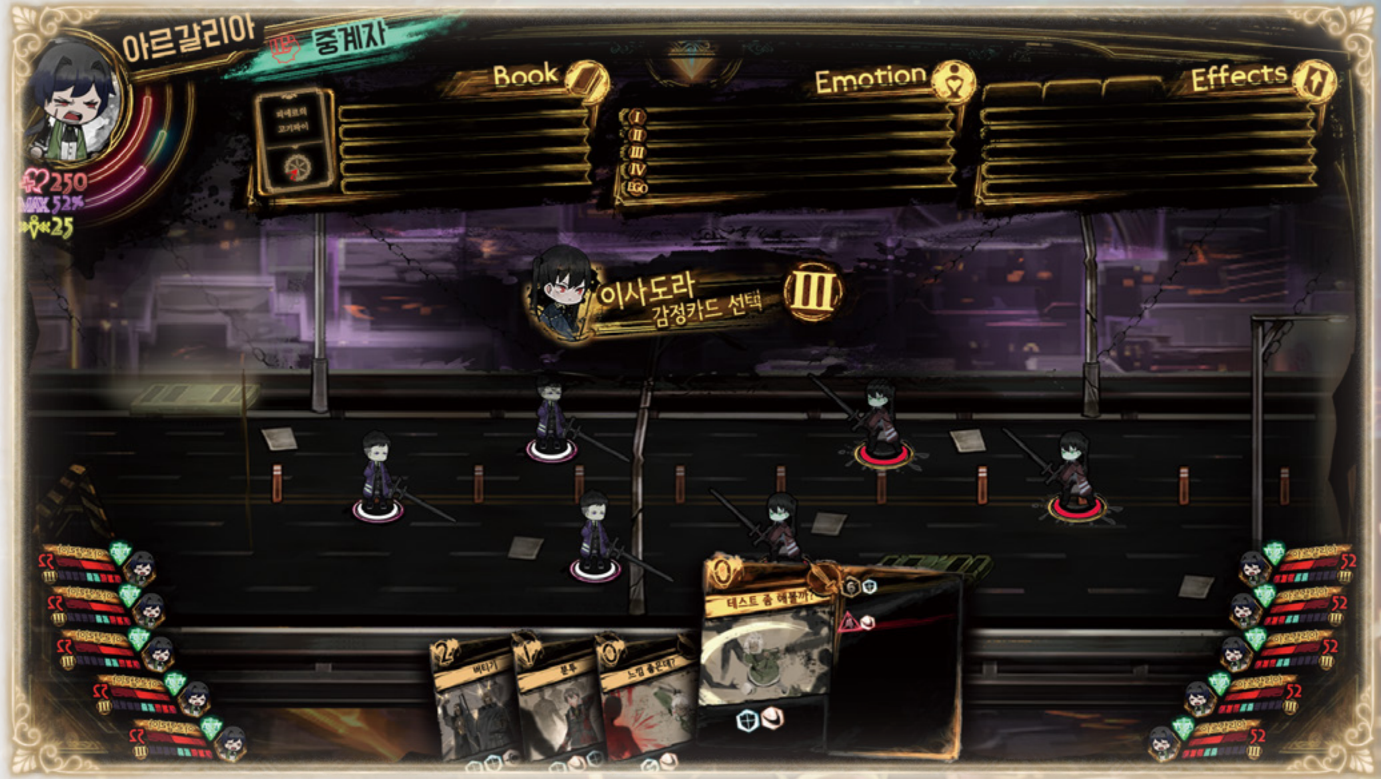
성격과 감정은 캐릭터의 행동양상을 정할 수 있습니다. 긍정감정에서의 머시기와 부정감정에서의 머시기가 모두 어쩌구 저쩌구


4층
책 목록
도시 괴담
도시 전설
도시 질병
도시 악몽
도시의 별
불순물
초대장
도서관
메인
6단계
무자비한 사서 꿍꿍이
책 먹이기

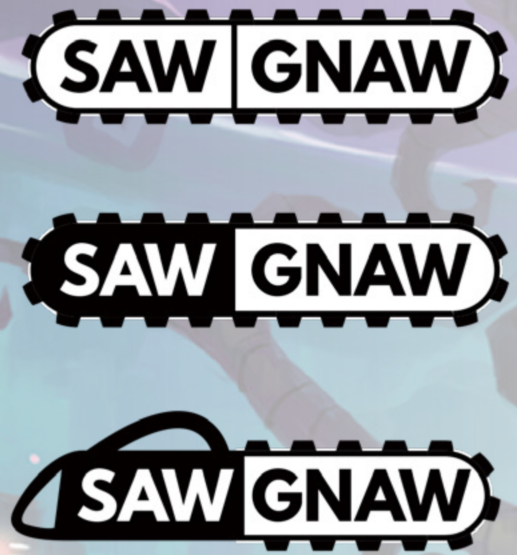
각 부서에서는 특별한 이벤트가 발생합니다. 세피라들끼리 쑬라쑬라하는걸 구경하려면 방의 이벤트를 클릭하세요


환상체 목록
ZAYIN
TETH
HE
WAW
ALEPH
도시 괴담
초대장
도서관
메인
책장 4층
초바이 방어진
기본 스테이터스
6단계
무자비한 사서 꿍꿍이
붉은 안개의 가호
미미구리

성격과 감정은 캐릭터의 행동양상을 정할 수 있습니다. 긍정감정에서의 머시기와 부정감정에서의 머시기가 모두 어쩌구 저쩌구


아르갈리아
중계자
Book
Emotion
Effects
이사도라
감정카드 선택
250

# Logo Concepts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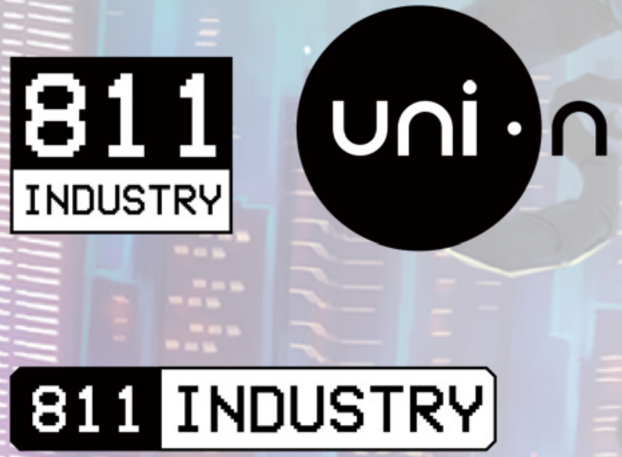
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uni·n
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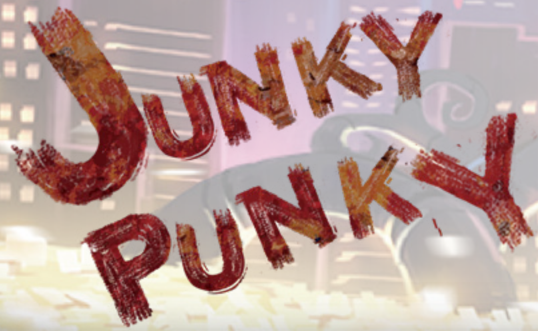
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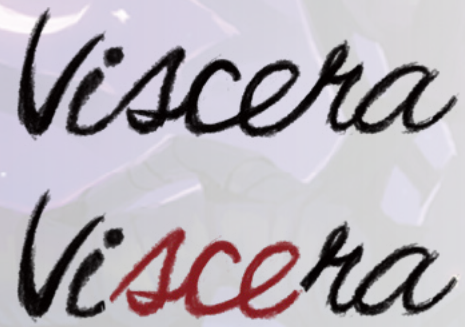
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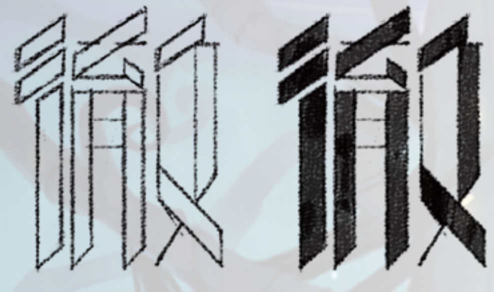
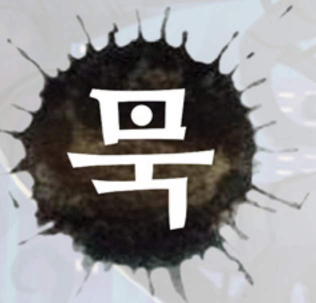
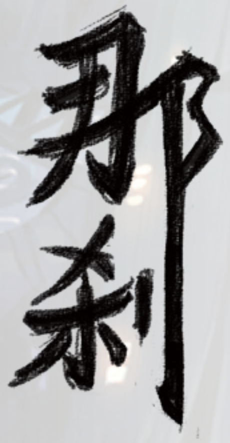
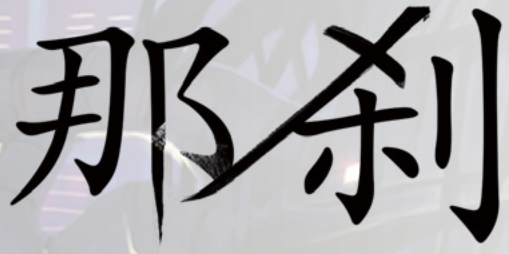


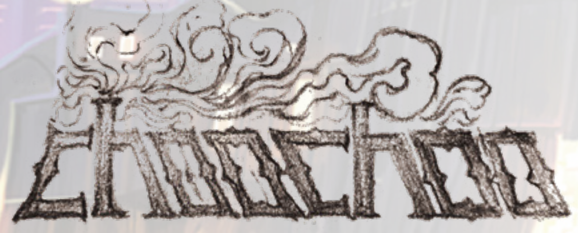
徹, 철 [To pierce/penetrate]

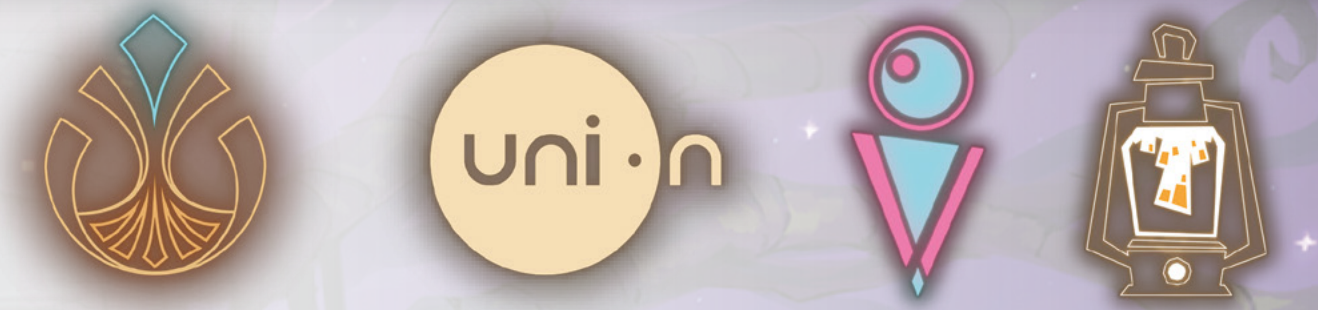


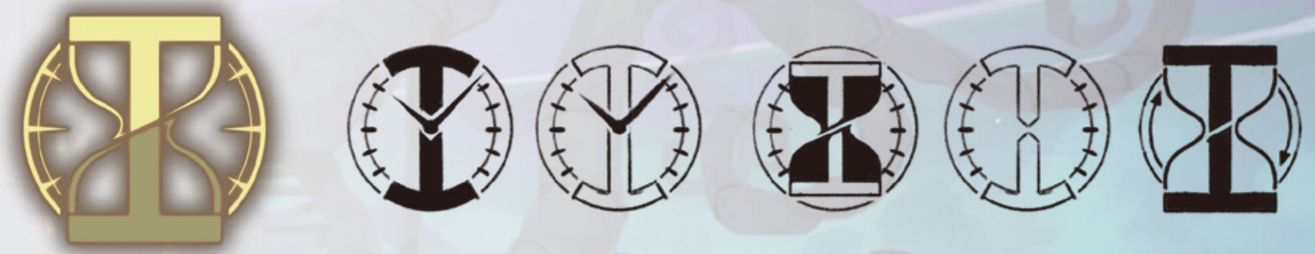
묵, Mook [India Ink]

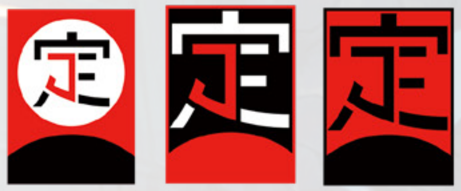




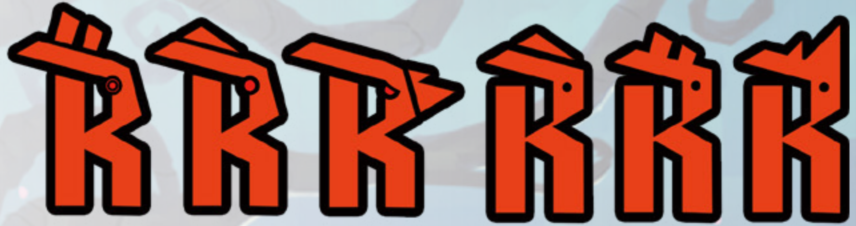


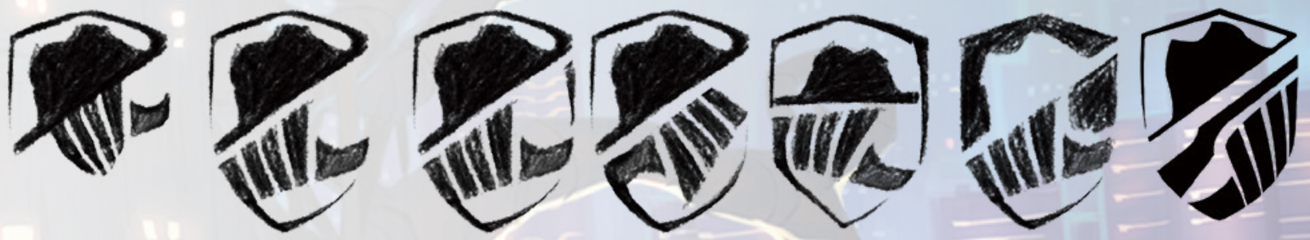


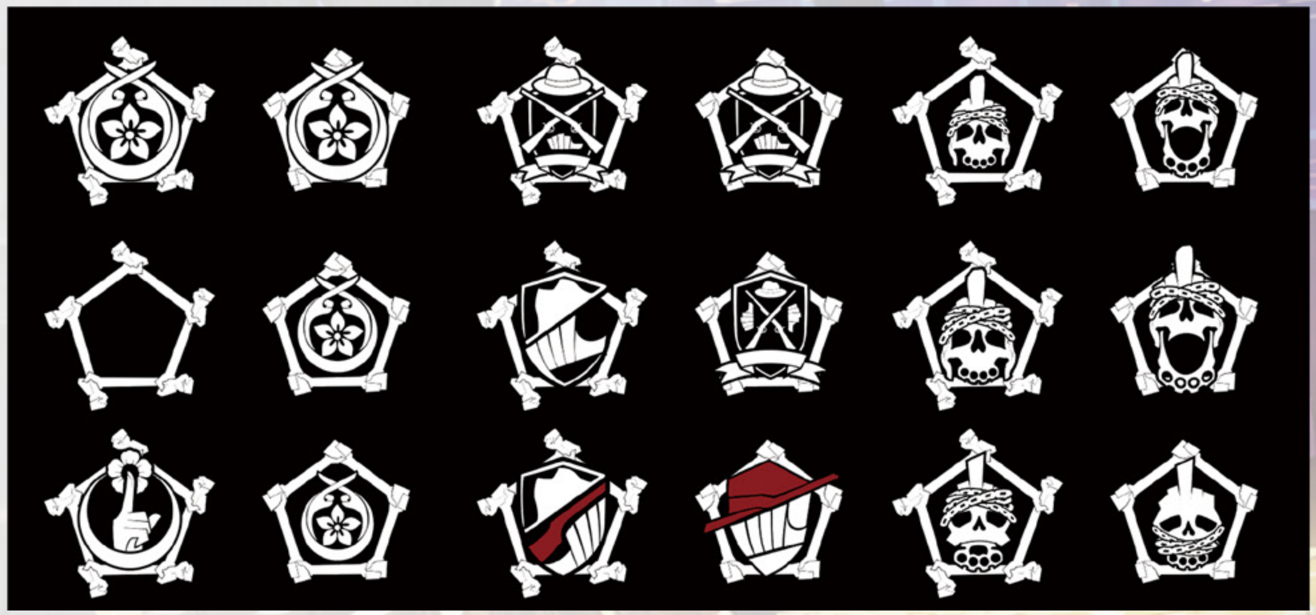




定, “정” [as in “Jeong’s Office”]







# Developer Comments

## Design Team

### Kim Jihoon (김지훈)

Director, Main Scenario Writer

This is the game that marks the proper beginning of Project Moon's universe. I wanted to set the outlines of the City with this story.

Updates during the Early Access period were carried out like publishing a weekly comic series. Seeing the reactions and impressions from players each week was a source of excitement and anticipation, and it was a great motivator to continue development. However, the schedule also left little time for testing and led to many bugs and balance issues, which I am truly sorry for. Following Angela and Roland's journey over the last year with the players at our side has been an enjoyable experience, and I hope you can join us for more adventures in the future.

### Lee Yumi (이유미)

Game Designer, Sound Designer, Project Manager

The Early Access release still feels like yesterday, yet here I am, writing my comments for the artbook as we prepare for full release. It was an eventful year, to say the least. Earlier in development, I mostly directed poses and effects. But since the addition of Abnormality battles, I took charge of designing those as well as realizations. I tried out all kinds of stuff I wanted to do in the beginning, and by the time we reached the upper floors, I had to rack my brains for a unique idea. Still, the hardships I faced allowed me to improve that much more, and seeing people enjoy the updates filled me with so much joy and pride. Thank you so much to the players who enjoyed Library Of Ruina, and everyone who worked hard to develop the game, including the staff at Project Moon, and the people at Studio EIM, and Mili! :)

### Choi Taehyung (최태형)

Game Designer, Senior Programmer

Early in development, the other members of the studio had little experience with card games, so I happened to take on the role of a game designer. I was tasked with designing most main story battles and pages, and if there's anything I learned from it, it's that game design is such a difficult job.

### Kim Jiyun (김지윤)

Scenario Writer, Content Designer

When I first joined the project, the finish line seemed so far away, and I was unsure if we could make it to the end… It feels surreal to be writing the afterword with the full release right ahead. Recollecting how I worked on the past content and what I felt during that time as I wrote comments for them was weirdly gripping as well. Pretty much all the empty space was filled by my comments, meaning that I'm accompanying the reader's journey through the artbook from beginning to end… :)

I was actually quite worried because I was never really good at writing and I wasn't born with talent or anything… but working with friendly and supportive people made me realize the joy of creative activities. Will I ever find a job that's more fulfilling than this? Even though I didn't receive higher education in the field, it was an honor to have the chance to be involved in making a game like this. I'm working hard to keep up, of course!

I wanna say so many thank yous to the people at Project Moon who I've been with for a year and everyone who helped develop Library Of Ruina to completion… our sweeties Roland, Angela, and all the other characters whose names I can't afford to write in this page… and last of all, all the players who enjoyed Library Of Ruina.

I hope to see you again with another work made from the efforts of nice people. It's time to close the curtains, Angela~ :D

### Kang Eunse (강은세)

Business Manager

Managing the company was my number one priority, so I didn't really play any notable role in the development of LoR, which is a bit unfortunate. This could be said for everyone at Project Moon, but as the company was still small, there were several difficulties with delegating multiple tasks to one person. Still, though, I'm proud of what I did accomplish, and it feels like all of it went by in no time in retrospect.

Operating HamHamPangPang on top of overseeing game development was a lot of work, and the year 2020 was filled with concerns and worries for me, *sob*. Nevertheless, the joy of seeing the fruit of our labors in both areas come out better than expected is much greater than the sweat I shed.

Positive or not, I try to listen to the voice of every fan.

I only wish to repay the overwhelming love and attention so many people gave us. I mean it!

Thank you! ♥ Love you all! ♡ :)

### Jung Minju (정민주)

Game Designer

Five months have passed since I joined the project.

On my first day, I had doubts as to if I could really handle this job. My first creation was the Rusted Chains. I recall being stirred as I read the reactions on the day of the update.

I can't help but think that I made a great many mistakes while designing general invitations and some main story battles. From burnt books yielding the wrong pages to certain pages being stronger than they had any right to be, there have been many mishaps.

In the process, I learned what things need to be examined with scrutiny, and that the importance of quality assurance cannot be stressed enough. Hopefully, we'll reduce the number of bugs in our future projects by running them through a thorough QA process.

Lastly, I'd like to thank my fellow staff at Project Moon, the players, and everyone who collaborated with us in the development.

## Art Team

### Jin Harin (진하린)

UI/UX Designer

After handling UI design and background artwork during LC's development, I was put in charge of overall visual design with a focus on UI and UX this time. As I was a graduate in design who hadn't learned a thing about planning, the UI in the early versions was aesthetically acceptable but unfortunately fell painfully short in terms of usability, and I was truly sorry for it.

We were working under tight deadlines and constant system changes around the time of the Early Access release, but it can't be denied that my insufficient understanding of UX was a problem. In October, we began preparing an extensive UX overhaul with the help of Jinyeong from the programming team, the outcome of which was shown in late November. I was filled with joy when the overhaul worked out well.

Also, early on in development, I used to put my video editing software skills to use, making videos of combat presentation (the current iteration that came after the AGF demo) or references of UI responses to input for our programmers to refer to. But now, they're producing quality effects and animations way above my league, and I can't thank them enough for their work.

On another note, I'm thankful that many people took a liking to my logo designs including the HamHamPangPang sign and the symbols of various factions. There was a person in the community who showed off amazing art sometimes, and I was frankly conscious of them when I was designing T Corp's logo. Whoever you are, thank you for fueling my passion.

This is the second artbook I've worked on, the first being Lobotomy Corporation's. I tried to put as much of our artists' work in the book as possible. The cover was designed with the idea that this would be how the books featured in the game would look in real life.

I hope the fans will take a liking to this artbook just like the one for Lobotomy Corporation.

# Developer Comments

### Kim Yunjung (김윤중)

Art Director

I wanna go home.

### Lee Jihyeon (이지현)

Character Designer

I was glad to be able to participate in the development of a project I'd been looking forward to. When I first got the job, I was worried that I might be too inexperienced for this, but the feedback, suggestions, and supportive words helped me improve and stay on track until the end. Thank you! I will keep on keeping on.

### Kim Haneul (김하늘)

Character Designer

I was happy to be able to develop a fun game with a bunch of cool coworkers. It taught me a lot of things, too. I'm hoping I can stick with the team for the next project as well!

I was disheartened at the blunders I made when I was working on the characters of Liu Section 1. I want to thank everyone who showed understanding and gave me room to breathe at that time.

I've been getting my associates to try out LoR these days. They don't know that I'm part of the studio, but they still told me the game was fun. Seeing those reactions always makes me proud, and so does hearing compliments from other players. Thank you so much for keeping an eye on us and giving us support throughout Early Access and the road to the full release. Please look forward to what we have in store!

### Kim Donghwan (김동환)

Character Designer

This was my first step in my career as a game developer. Reading developer commentaries in the artbooks of games and studios used to hype me up as a student, and here I am, writing one of those commentaries myself. I only worked on chibi sprites at first, but as time went on, I began to try my hand at other resources like backgrounds, simple card art, and the cutscene for Zena's shockwave—I felt a sense of accomplishment as a developer. I'll keep on working hard to improve so that I can present even better artwork in the future.

The very strong Donghwan··· Dong-hwan the Grade 1 Fixer was originally going to be a 'Very Strong Grade 6 Fixer'. But, we had to keep our focus on the main story and delay the implementation time and time again, and as a result, he made his appearance much later in the game with a higher grade. When the time came to rename the character, he got my name since I was in charge of his design.

### Jo Sunghyun (조성현)

VFX

If only I could have joined the studio a year earlier.

### Kwak Wonji (곽원지)

Graphic Designer

The first tasks given to me after joining the studio were designing the Hokma watch and editing this artbook. The artworks were out of this world, and looking at them made my heart flutter. I hope you enjoy it, and please watch our future endeavors warmly.

## Programming Team

### Hyun Minseong (현민성)

Technical Artist, Programmer

As far as I can remember, pretty much every update was followed by bugs. I apologize for all the inconveniences you experienced while you played the game. I think the thoughts, advice, and bug reports from the players are what kept me going. Thank you so much for the support. I will continue to better myself to provide our players with a pleasant and high-quality experience. I hope you will keep an eye on us and show continued support in the future.

### Seong Yoonjae (성윤제)

Programmer

After releasing LC, I went back to monotonous school life until I heard the news of this game. I was frankly jealous because I'd been a big fan of card games. Then one day, I was contacted by the team asking me to lend a hand, and that was my cue to take the semester off. Working in the studio was as lively and fun as I expected. I devoted myself to development like there was no life outside of it, and the full release is already just around the corner. I owe a debt of gratitude to the director who invited me back to the studio, the senior programmers who taught and led me well, and the players who gave our game love. Please look forward to our future work.

### Lim Jinyeoung (임진영)

Programmer

I can vividly remember nervously looking up reactions and feedback that took me on a rollercoaster ride of emotions the day of the update—that day when the UI code I first wrote was added. Because I didn't have much experience, I made frequent errors, and I wasn't used to working with others, either, so I felt a lot of embarrassment at first. Working on the UI overhaul was an especially heavy burden on my shoulders. Going from a clumsy new recruit of the programming team awkwardly snooping around the office to a proper member working side by side with the others has me feeling blissful. And I'm deeply thankful to the people at the programming team who guided me to that point, and the designers and art team members who worked with me at the pace I was comfortable with. And most of all, it was thanks to the players who followed us alongside the development that we could produce this nice outcome! Much love, and many thanks :)

### Mun Junyeong (문준영)

Programmer

I learned so much from working on this game.

The race against time was taxing, but I could keep myself going and come this far thanks to my teammates and the players. I still have a long way to go, but I will strive to grow even further than before with our next work.

Thank you.

## Translation Team

### Park Geonwoo (박건우)

Translator

I am eternally grateful to the team for allowing us to take on a project of this scale.

Also, Harold is the best and I am not taking no for an answer.

### Ian Watson (이안 왓슨)

Editor

Y'know it feels a little awkward to write this up with my coworker Geonwoo watching, so I've opened up a separate document for a moment to copy-paste this over and then scuttle embarrassed back to my corner.

I think we both are a little uncertain what to write, but for me, reflecting on it, it's just kind of a "Wow···" feeling? To think that us deciding on a whim to translate the Lobotomy Corporation artbook—cause no one else would step up to the plate—and then also fixing the LC translation out of love would lead to us working directly with Project Moon. I really do feel proud of the work we've done so far, and I'm glad most of you guys have supported us along the way and enjoyed Library Of Ruina.

There are still some things I wish I could go back and adjust with the translations we've done, but perfectionism will just end up chaining you down if you're not careful. We'll be keeping ourselves unchained, and I hope you guys look forward to Project Moon's upcoming, well, projects! With English translations of course!

Also-also, Tanya is clearly the superior decision.

Project moon

# Library of Ruina Art Book II

| | |
|---|---|
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